

YOU CAN BE THE ALIEN.

Lunch. Toast. you from the inside out. The Dogmeat. You're on the menu. The Alien eats Predator's razor-like mouth parts go for the crust.

It's one thing to be low man on the food chain in a 16- or 32-bit game. But in Jaguar's 64-bit system, it takes extremely fine-tuned reflexes to stay alive. Give your reptilian hindbrain a workout. Be the



YOU'RE THE MARINE. YOU'RE THE ALIEN. YOU'RE THE PREDATOR. Be any one of them and fulfill your biological destiny; kill or be killed.



THE ALIEN LASHES OUT. His claw and tail strikes are beautiful and deadly. No such aesthetics apply to the face suckers. That's just plain sick.



YOU'RE JUST A CRYBABY WITH A SHOTGUN TO THE ALIEN. Texture-mapping heightens the claustrophobia of the airduct. Too bad. Tell your therapist.





PREDATOR

Predator or the Alien. Ancient animal senses exploit the high-resolution bit-mapping - the better to see you. Huge sound-sampling - the better to hear you. And unparalleled animation

- the better to come out of nowhere and eat you. In a 64-bit environment, pure sensation can overwhelm. Keep a little blood

in your adrenaline system, and maybe you'll survive. At least until dinner.



THE PREDATOR'S DISKS FROM HELL may outmatch your more conventional weapoury. Might be a good idea to keep your first-aid kit handy.



THE PREDATOR
CAN SEE WHAT
YOU CAN'T. Stay
out of his view.
Too many x-rays
can be bad for you.



MARINE?
HAPLESS VICTIM
IS MORE LIKE IT.
Your extraordinary
bit-mapped image
makes the shape
of your skull look
so very right to
the Predator.

JAGUAR SOFTWARE HELPLINE 0839

994460

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INTERACTIVE MULTIMEDIA SYSTEM

Welcome to the November issue of GamesMaster. Take a look through and you'll find that it's absolutely stuffed with a hell of a lot of great games.

In fact, there are so many highly rated reviews, it's quite embarassing. We embarassing. We
don't want you to
think we're
getting soft or
anything, but
with games as
good as Donkey
Kong Country, FIFA
3D0, Doom 2,
Street Racer,
Probotector, Lion
King and Micro

Machines 2, we're bound to find big at the bottom of the page. So, it's a highly exciting time for gamers everywhere, and Christmas is just round the corner. Woo hoo! Oh, and one more thing --GamesMaster's changed! We have a different look this issue, just to please you.



NETWORK 6
All the news, all the new
games, all the stuff about
the videogames world
month Posically

do you reckon's number 1? You're right you know?

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Games that just haven't got around to being out on the shelves or anything. We take care of 'em here.

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OOKEY KOKG GOUNTRY

IT'S SMOKIN'

It's the game every SNES owner has been waiting for. You've seen how good the graphics are, but does it have the gameplay to match? Well, I'm not going to tell you. Not until you reach page 34, anyway. Now come on, there's got to be some tension, otherwise we may as well all go out and push shopping trolleys around Sainsbury's, know what I mean? Sorry, I think I've gone mad.

Anyway, not only are we the first independent magazine with a full review in the whole country, we're also the most trustworthy. While others are dazzled by the ray traced rendering and Nintendo hype, we cut through the gloss and tell you about the game. So check it out.



You are one of the privileged few to see this shot of DKC. And we didn't even do the ahine New joke.

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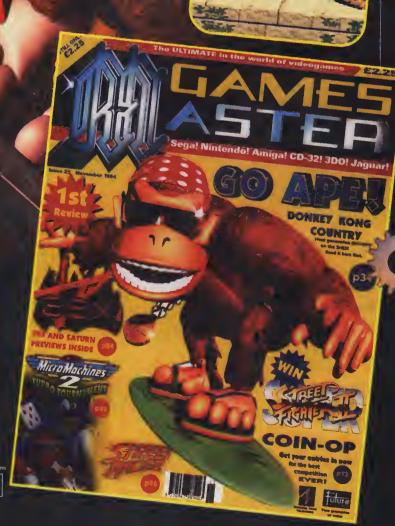
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in our letters pages.

A member of the Audit Bureau of Circulatio

ABC

65, 360

Panistaval Circulation Inc. from 6







FREE EXCLUSIVE LION KING T-SHIRT OFFER

You'd be a fool not to take advantage of our FREE Lion King T-Shirt offer.

There are three exclusive designs, featuring Scar, Pumbaa and Ed, and they're not available in the shops, or anywhere else for that matter. Your only chance of getting hold of them is through GamesMaster, and our good pals at Woolworths, those top videogames stockists.

> Turn to the cover and you'll find a rather nifty little credit card type thing stuck to the front of it. Keep it in a safe place. Go along to Woolworths and purchase the Lion King game on either Mega Drive or SNES. Make sure you keep your receipt, because when you get home you want to said it off, along with your free special credit card to the following address. Lion King Offer, 157.–163 Freston Road,

London, W10 6XA



WHAT TO DO

You must make sure that you enclose a piece of paper detailing the following

Your name and address

The character design you want (Scar, Pumbaa or Ed)

The size you want (Medium or Large) be dependant on availability)

The offer closes on 31st December 1994, subject to





The videogame doom and gloom merchants who have been predicting the death of an industry took a severe kick in the teeth with the incredible success of Mortal Kombat 2.

la it's first week of release an incredible 2.5 million copies of the game have been sold. That's an awesome \$50 million in sales. Not bad for a dead industry, huh? The

MORTAL KOMBAT 2 KICKS ASS

SCORPION -



game has taken more money in its first week than blockbuster films such as True Lies King. MK2 has also outsold its nearest game Jungle Book, by a staggeringly impressive seven to one.



Blood, guts, controversy, marketing and sheet quality lead to only one thing. Lots of cash

KUNG LAU

LET'S ALL GO RENTAL!



This month we offer you this great chance to win free game hire for a whole year from Blockbuster Video. In a subtle product tiein KP are also offering ten runners up a case of Roysters Pizzarias (each case has

30 bags in it). Alternatively, KP are offering tokens on packs of Hula Hoops, Roysters and The Real McCoys. All you have to do is attach them to your card

(available from Blockbuster and Ritz tokens on the card and present them at the store for your discount. But before you start stocking up compo. All you have to do is identify the screenshot shown (left) and send your answer in to KORTAL MOMBAT COMPO, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2DL.

Not such an early riser

Sega versions of Mirage's huge beat-em-up Rise of the Robots have been delayed until well into next year.

It was originally planned that all versions would be released simultaneously worldwide, it now seems as though versions will be drip fed onto the market. Sega's versions will not appear until the summer of '95 while the SNES version has been signed up by Acclaim for distribution and will

be released in time for Christmas.



JAGUAR SET TO ROAR

The end of Atari's cashflow problems (and the Jaguar production ones) is nigh, thanks to an unexpected source.

Production of the Jag has been hindered due to Atari being a bit

skint lately (they lost nearly \$50million last year). Now it seems that Sega have bought a chunk of Atari shares for \$40million, with more to be paid over the next seven years. This money will be earmarked for the extra production needed to push the Jaguar when the competition hots up.





NINTENDO CRUISE INTO VR

Look over there, the first 64Bit video game babe. She's so real you could almost, er, touch her.

Check out these first shots of Cuis'n USA on the Ultra 64. This incredible game, along with Killer Instinct, is the first to show off true 64Bit (the Jaguar is just twin 32Bit). It's going through its final testing stages at the moment and should appear in arcades early next year. For more pics, see the Ultimate Future Games supplement free with this issue.

More rumours about
Nintendo's top secret 328it
VR machine: no one
outside of Nintendo R&D
has seen it, but rumour
has it that it will be

(Nintendo)

portable and feature a built in screen. The screen has been set up in such a way that it can show objects to be up to three feet deep. Nintendo are not releasing any info about the machine or the games for it, but a source close to the company has hinted that it may be unveiled in January.

FREE PRICE FOR FIRST PLACE

SSF2 AND MK2 GO FLOPPY

Amiga and PC owners will be able to join their cartridge rivals in fighting the good fight.

Super Streetfighter 2 is hitting the PC in October/November.
Quite how well it will measure up against its console counterparts is still to be seen, but floppy and

CD version both weigh in at £32.99. US Gold, the publishers, have elected to offer some limited editions with merchandise.

Good news for Amiga owners,

a version of the world's best beat-em-up (that's MK2 just in case you're stupid) is on the way. Next issue we'll be bringing you more on this long awaited game.

ROCK ON VIRTUOSO

Rock hard publishers Elite are releasing a game on 3DO and PC CD ROM featuring the video game world's first heavy metal hero.

He hasn't got a name yet but he's got long hair and a leather jacket and stars in *Virtuoso*. It's a bit like *Doom* (isn't everything these days?) but offers a slightly different perspective with the same type of frantic action.

PISITING THIS MA

The game will appear later this year for a measly £39.99.



WIN WIN WIN WIN

Ever fancied the chance of getting hold of some cool artwork that adorns video game boxes? We've got five copies of the cosmic

new book, Only Visiting This Planet, from Paper Tiger to give away. All you have to do is answer the question and send it in to: I COULD DRAW THAT BLINDFOLD, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

What is the name of GamesMaster's Art Editor?

- a) Simon Kirrane? b) Simon Barnes?
- c) Simon Templar?



WIN A 3DO!!

DESIGN YOUR OWN COMPUTER GAME AND WE'LL MAKE IT HAPPEN

Il our readers in Scotland should be looking forward to The Taste Race, the Scottish School Meals Week which takes place between 7th and 12th November. This will involve some scorching school meal action, including top of the range school food in your area (if you're Scottish, like Dominik Diamond).

This year's school meals week is being presented in conjunction with

GamesMaster TV, and we here at the magazine are sticking our gobs in. Not only do we plan to eat only Scottish school meals during that week, but in the spirit of food-related competitions, we're teaming up with the geezers at Taste Race to offer you the chance to win the stonkingly state of the art 3D0 system.

So, here's what you have to do. Simply design your own video game. Come on, you've played enough of 'em, you must have some ideas. The only guide we'll give is that the game must be about food and why a healthy diet is important. The rest is up to you.

Outline the game plot and gameplay, perhaps send in some drawings of the characters, space ships, or whatever you have in mind, and give it a great name. We'll judge the best ones, and bring it to life in the magazine. And don't worry if you're not the best artist in the world - it's the idea that counts.

So, get your entries in to: Taste Race Competition GamesMaster Magazine 30 Monmouth Street Bath Avon BA1 2BW

Don't forget to include your name, address, telephone, number and age.

Otherwise you can't win, simple as that.

RULES BIT

We need all entries in by 31st December 1994, and as usual the Editor's decision is final. No correspondence will be entered into, unless you're a staggeringly attractive Swedish au pair girl called Bibi. School Meals Service and GamesMaster employees, or their relations, are excluded.



SCOTTISH SCHOOL MEALS WEEK 194



SNES



- STUNT RACE FX Nintendo
- 2MORTAL KOMBAT 2
 Acclaim
- TIFA SOCCER
- **Electronic Arts** SUPER METROID
- Nintendo JUNGLE BOOK
- Virgin
- WORLD CUP STRIKER Eiite
- **DUNGEON MASTER** JYC
- 8 NBA JAM Acclaim
- WORLD CUP USA 94 **US** Gold
- OSUPER ICE HOCKEY
 Marubeni

MEGA DRIVE



- MORTAL KOMBAT 2 Acclaim
- JUNGLE BOOK Virgin
- SUPER STREETFIGHTER 2 Capcom
- FIFA SOCCER **Electronic Arts**
- SYLVESTER & TWEETY
- Time Warner
- PETE SAMPRAS **O**CodeMasters
- DUNE 2 Virgin
- 8 SONIC 2 Sega
- WORLD CUP USA 94 US Gold
- OSTREETS OF RAGE 3

AMIGA



- ON THE BALL Daze
- STARLORD MicroProse
- BENEATH A STEEL SKY Virgin
- **CANNON FODDER** Virgin
- TACTICAL MANAGER
- Kompart
- CLUB FOOTBALL **Boms Computer Games**
- D DAY Impressions
- 8 DETROIT Impressions
- 9 KICK OFF 3 Anco
- HEIMDALL 2 Core Design

GAMEBOY



- **DONKEY KONG 94**
- Nintendo
- 2WARIOLAND Nintendo
- MORTAL KOMBAT 2
- **3**Acclaim
- 4 TETRIS 2 Nintendo
- KIRBY'S DREAMLAND
- Nintendo
- SENSIBLE SOCCER Sony Imagesoft
- 7JUNGLE BOOK Virgin
- 8 MONSTER MAX
 Titus
- MS PACMAN
- Nintendo
- ZELDA UNintendo

GAMESMASTERS TOP TEN

GAMESMASTER'S TOP FIVE MOVIES OF THE MONTH

- Lion King
- Speed
- **Pulp Fiction**
- Jurassic Park (on video)
- True Lies

GAMESMASTER'S TOP FIVE HATES OF THE MONTH

- Tangled Joypads
- Not getting a go on Micro Machines 2
- Work not play
- Home time
- Losing

GAMESMASTER'S TOP FIVE LOVES OF THE MONTH

- Four Player Micro Machines 2
- **Watching England V Germany** '66 World Cup on Fifa 3DO
- Debating who's hardest; Goro or God
- Pizza
- Lisa

GAMESMASTER'S TOP FIVE "WE'RE BORED OF..."

- OJ Simpson
- **Politics**
- Responsibility
- Jurgen Klinsmann
- Alan Partridge

SUPER STREET FIGHTER 2 TIPE COIN OP Courtesy of

ave you seen our cover? Blisteringly hot, isn't it?
After that sort of heat you'll want to cool down with a super cool drink and a bout of Super Street Fighter 2 Turbo.

Thanks to Slush Puppy you can do both.

They can sort you out with one of their number one ice crystal soft drinks, the coolest thing to hit your tongue since it got stuck to that refrigerator ice compartment that time. Slush Puppy comes in six great flavours – Lemon Lime, Raspberry, Cola, Cherry, Tangerine or Strawberry – and three bio-degradable cup sizes, mini (35p), midi (60p) and mega (99p).

They can also provide you with your very own Super Street Fighter 2 Turbo machine or one of fifty smashing Slush Puppie t-shirts for the runners up. All you have to do is answer this simple question:

If you place a large, comfortable, leather brogue in your mouth and slurp noisily you believe which of the following?

A That Hush Puppies are the same as Slush Puppies. B That China's National Museum was built on the same design as a 1950s electrolux fridge.

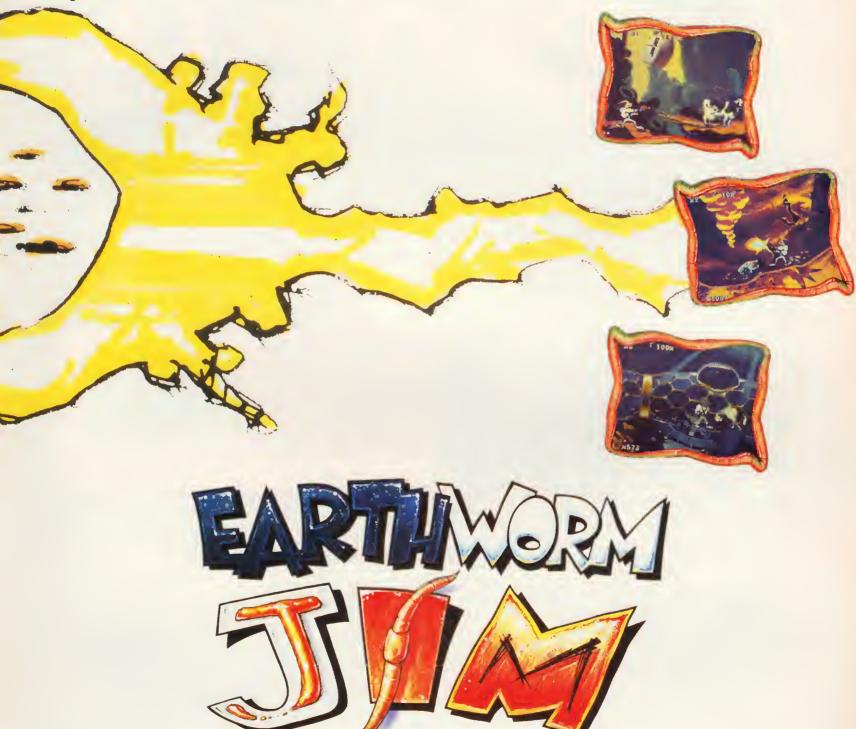
C That holding a pin in your hand will give you a hernia of immense proportions.

Send your answers to:
Super Slush Puppie Turbo
GamesMaster Magazine
Future Publishing
30 Monmouth Street
Bath
Avon

Competition closes 20/10/9 will be entered in to. Good



He's Out to rescue His bird.

















Hang hero, hang like a stone wrapped in taut nylon thread and dangled. He might look like the bloke out of Jason And The Argonauts with need a net. Top bloke.

This is just like NET surfing, except our hero doesn't even need a net. Top bloke.

FOR - SNES

FROM - Activision

May, way back many centuries ago... yeess the retro revolution continues onwards, while fixated about the 8bit days. Pitfall TMA is a past-emup – a time enhanced sequel to the original Pitfall

This time around the character sprite is a fluid moving 'street' 'hip' kid, who tackles all the original foes - water, crocodiles, rolling things - in a Mayan backdrop of squat statues and ancient

which was a great

old game on most systems, the Atari VCS

and so on.

AVAILABLE - TBA PRICE - TBA

ruins, though there was much comment about the distinct lack of number theory correlating to star/planet

movement - which is, of course, the main talking point when it comes

to the Mayan civilisation. Unfortunately when the Spanish systematically raped the

land they destroyed most of the Mayan's number philosophy... (let's just stick to the game should we Simon? - Tim).

If lazy comparisons were to be made then *Alladin* and *Jungle Book* are the games we'd take a gander at. Pitfall has a similar fluid animation style, lots of swinging from vines and landing on springy feet. Stay tuned and we'll let you know whether this should have stayed in the past. SIMON KIRRANE

PAST-EM-UP

Retro fans will love the addition in Pitfall of, er, Pitfall one of the best selling games of the early '80s.

The game is found in a secret location in the first of the game's ruins sections.







Left: Looking like a bird isn't going to stop any kind of well animated hero in his tracks. Is it?



The on-screen map is, as you'd guessed, completely optional.



Throw ins now give you a reai tactical advantage.



CONUTS The netting looks fantastic. Which might be a bit of a weak claim, but for my money, if you can get that kind of detail right, then you're on to a winner. The cars

This is how you take a comer. Although it does look a bit like that thing in the film The Lair Of The White Worm. But, of course, it isn't anything to do with that. Nothing at ail.

n the SNES, Striker took the charts by storm a year ago and it is now winging its way to the 3DO. I talked to **Paul Finnegan and Tony** McCabe of Rage software, the game's creators, who told me that the 3DO is the best CD format to work on, as it's the earliest of the next generation consoles and a good platform

FOR - 3DO FROM - Rage

to expand onto other formats from. They are also currently working on a Sony Playstation version. Wahaay.

The SNES game has not been heavily relied upon for the 3DO version. As Tony said, "It never occurred to me to copy the SNES version though there is continuity in things like the view, pace and action

AVAILABLE - Nov PRICE - TBA

of the game."

The game runs at a fair old lick and the pitch will have all the usual conditions; snowy, hard, wet etc. The indoor game will also be included, along with FMV footage of FA **Cup matches and Match of the** Day, thanks to a deal Rage landed with the FA.

All the squads will be international teams, and there's something in the region of 490 to choose from. The players

can all trap and protect the ball as well as being able to pull off amazing soccrabatics (diving headers, over head kicks et al) thanks partly to Knowlsley Utd's unnamed star striker who was filmed against a blue screen over in Knutsford (a posh suburb of Liverpool, where they all have shag pile carpets - half of Man Utd live there), and was turned into a sprite. Poor bloke.

Look at that guyl Talk to me about collision detection, talk to me about a view from the terrace.

SIMON KIRRANE





Slamming home the winer is one of the most exhilarating feeilings rating feeling? Even the sprites you can, er, feel.

See what I said about and exhilarating feeling? Even the sprites get all carried away.



It's difficult to see your shot coming off, but if this were the game you could shift the view.



A dangerous throw in this one. Ohh, I can't wait until we play it next month.



There you go, lots of blokes knocking about. Being lads and 'street' and 'cool' and everything. TOTALICE ACCORD

Liji Scotland

Possession

Territorial Advantage

Scrums Won

Lineouts Won

That's a stats screen over there, Isn't it?

This is a



I really don't fancy the yellow team's chances.

, ansports.

Despite looking like Dizzy, the egg, this is a rugby ball. Good job really, this is a rugby game.

FOR – Mega Drive FROM – Electronic Arts

hasn't rugby been done properly as a videogame? Most attempts are excruciating rubbish. Happily, this looks set to change with the release of Rugby World Cup from EA Sports, those guys who know more than a little about sport, with a string of hits including John Madden Football, FIFA International Soccer, PGA Tour Golf and NHL Hockey.

The first thing that hits you

AVAILABLE - Nov PRICE - £49.99

about Rugby is how well it looks. The sprites have been rendered using a (go on, guess) Silicon Graphics workstation, and the results are astoundingly well rounded and beautifully rendered players.

Naturally the gameplay is well on course too. You'll notice that the game has a similar perspective to FIFA Soccer, but there appears to be more of the pitch on screen, which is great for passing. The action is fast and smooth, and with all the Rugby rules, international

teams and full World Cup tournament firmly in place, it's got everything even

the most tedious Rugby fan will enjoy. At this stage, EA are still asking us for advice on how to improve it (that always tends to make us feel better), but at this rate it looks like being a real stonker. We particularly like the scrum down, which is extremely realistic, and the fact that unlike Madden, you can just pick up and play Rugby World Cup, despite all those rules about cueing up by the sideline and stuff.

Oh, and one more thing—

Oh, and one more thing – this is Rugby Union apparently. Rugby League is something else. TIM TUCKER



The pre match singing of 'Heads and shoulders, knees and toes' was a complete disaster and the teams just couldn't get in synch. It was later abandoned in favour of 'I'm a little teapot'.



The stampede started just as the berserk referee started stomping his foot and bending his forearm a bit... oh it's no good. Simon's brother plays rugby and we can't get him on the phone.

Hundreds of top-selling games at ½ price.

(They won't take megabytes out of your dough.)

Whatever your system there are hundreds of top quality games to choose from in the Woolworths ½ price software sale.

Titles include: SNES Mortal Kombat, £59.99 £29.99, Mega Drive Robocop v Terminator £49.99 £24.99, Mega Drive Street Fighter 2 £59.99 £24.99, SNES Jurassic Park £54.99 £24.99.





DARK FORCES



Sneaky, very sneaky. Tippy toe up to his head and blow it off.

FOR - PC CD ROM
FROM - VIRGIN

The continuing Star Wars saga is boosted this month with the imminent release of Dark Forces. This Wolfenstein clone places you in the frame as a mercenary who is hired by the alliance (the good guys) to steal the plans of the Dark Star. However, the plucky hero chap soon discovers that the Empire are getting ready to create a force of robotic stormtroopers – the Dark Forces of the title.



It's a map. And what's more it's green!

AVAILABLE - Feb 95 PRICE - TBA

George Lucas had to oversee the plot of the game to ensure that it's consistent with the existing Star Wars story, which it does by using locations that are referred to in the films and comics and by being set just before the beginning of Star Wars and just after the next three films to be released finish.

The areas are all easily recognisable as Star Wars locations and actual architects

It's a lovely day out, I suppose that comes with having two suns. Pity about the gun fight.



Aha! There's the post. Bloody large ietter mind.

design the 'sets' that you scroll around. Taking all the bosses into account there are at least 20 different enemies to cope with, from stars like Bobba Fett through to regular Stormtroopers and even the odd garbage compact monster. Staying with numbers there are nine weapons for you to use, most of which have dual functions.

were

used to

Although similarities can be drawn between this game

and the Doom games (see the Doom II review on page 80) the programmers say that Doom's release was a real shock to them and that they've created a different game engine completely to the id one that started the in-your-face ball rolling.

They're also claiming that their game will run faster than the game from hell. We won't be able to review it for a while but from what we've seen so far *Dark Forces* seems to have everything a computer gamer could want. SIMON KIRRANE



It's nice of all the lads to pop out and give me a proper send off. Pity the lights have gone.

These office workers are terribly nonchalant, very well trained and no thought for their own safety. Gits.



It's a bloody dangerous stunt that! Bloody dangerous.



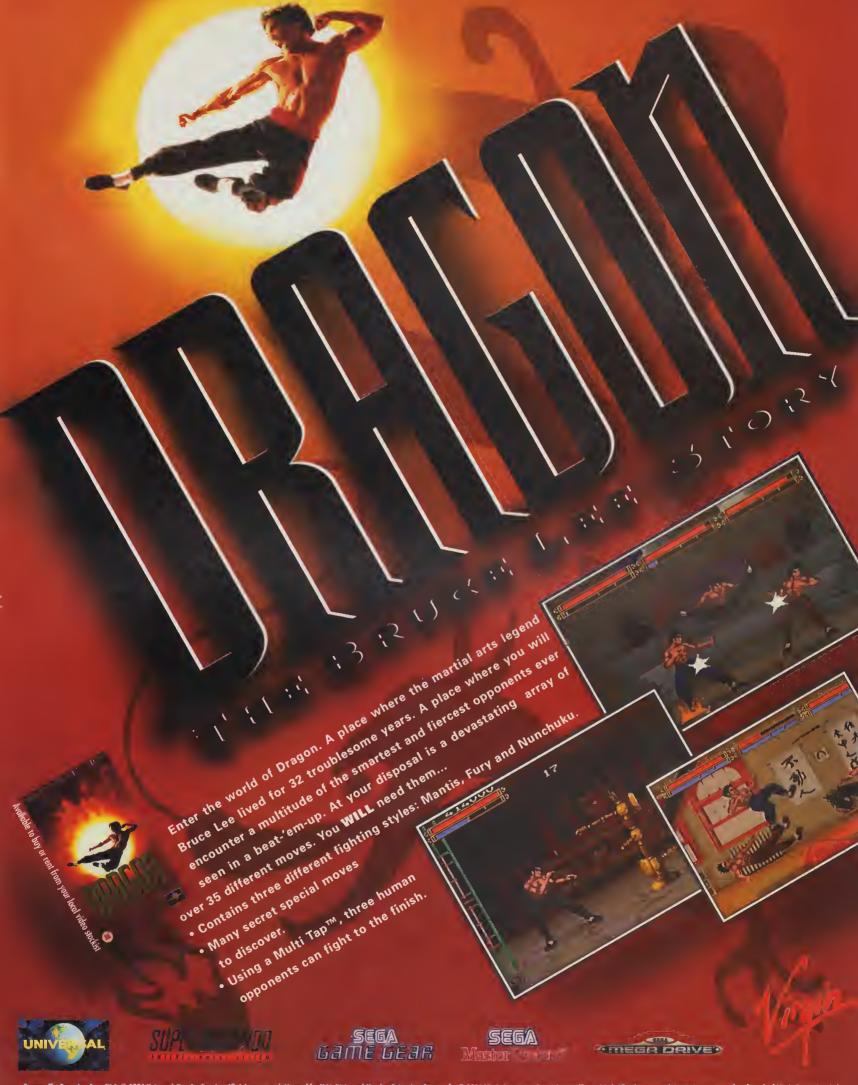
These are the sewers, the water looks lovely though.



The undersoil heating's great, but those goals are crap.



I've got his paces timed to a tee Excellent, I'll kili him then.





All mod cons. A video phone, unlimited supply of intoxicating liquids and a puke green sofa.



Come to CyberAlton
CyberTowers for the cyber
best in Cybertheme Parks.

And this'll be your cyber secretary.

l just knew that they wouldn't be able to resist using this. This game will get a certificate — it gets worse than this.

SNATCHER

FOR - MEGA CD FROM - KONAMI

You're this bloke who's got a licence to blow away replicant snatchers. Yeah, I know it's the same as Blade Runner, but Blade Runner was cool and it's about time they did a game in that style. This bloke happens to have no memory, and neither does his wife. Just

AVAILABLE - DEC PRICE - £40

imagine the problems. Bloke: "Hi honey, did you pick up the



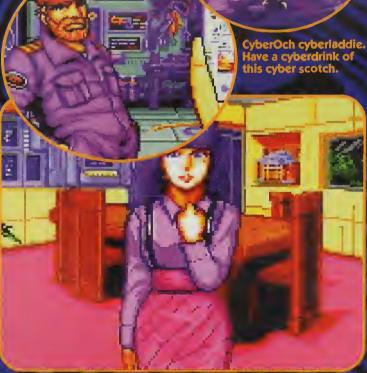
kids from school?"
Wife: "I don't know, have we got any kids?"
Bloke: "I don't know. What's a school anyway?"
Wife: "God knows. Who the hell are you anyway?"
Bloke: "Can't remember, sorry. Can't remember you either actually. Where the hell am I?"
Wife: "I don't know..."

See? It's a nightmare. Total confusion in a perfectly normal situation. Ahem, on with the preview. As I said, Snatcher is based in a futuristic Blade Runner type world and you have to go through various locations and situations gathering clues and evidence to find the

Snatchers. Best of all, when you find them you get to blow their heads off in glorious techiblood ways. Ah ha, didn't I mention the gore? Well this is very likely to get some kind of age certificate when it's released due to some pretty gruesome scenes and the sexual overtones of some of the characters. (wahey - all.)

The interface is the best

The interface is the best I've come across and suits this adventure perfectly. While the only thing remotely arcadey in it are some of the shooting scenes, the intrigue and atmosphere created is enough to draw you in. Snatcher is also a very big game which means you can kiss goodbye to your evenings. LES ELLIS



She looks so prim and proper. It's such a pity that you have to spend half your time together chatting her up after her dad gets his head ripped off by a replicant. Just like real life then.

DE DE DE DE DE DE DE

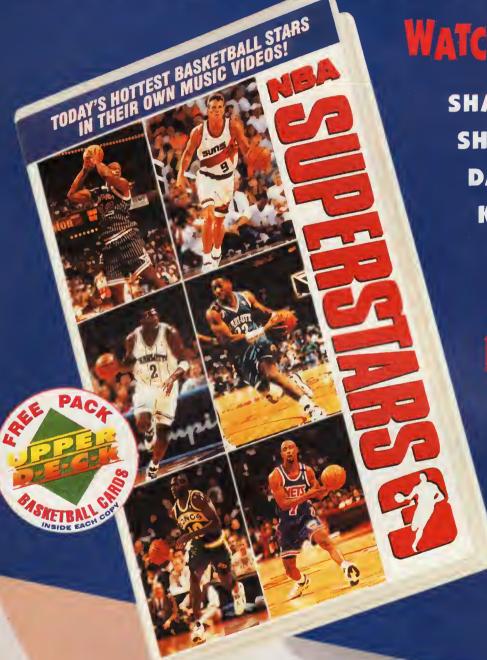


Damn fine location this. When you're outside you hear this blood curdling scream and when you go inside you find this geezer with his head torn off and blood everywhere. Cool or what?

CHECK IT OUT!

11 OF THE HOTTEST RECORDING ACTS JAMMIN' WITH TODAY'S GREATEST NBA SUPERSTARS.

ESIPERSTARS E



WATCH THE ACTION!

SHAQUILLE O'NEAL
SHAWN KEMP
DAN MAJERLE
KENNY ANDERSON
LARRY JOHNSON
ALONZO MOURNING

HEAR THE MUSIC!

CELINE DION
SOUL ASYLUM
L.L. COOL J
M PEOPLE
ROZALLA

ALSO AVAILABLE:

THE ESSENTIAL VIDEO PROFILE OF THE NBA PLAYERS SELECTED TO TAKE ON THE WORLD.









A long time ago someone once said, "A golf course is the epitome of all that is purely transitory in the universe, a space not to dwell in, but to get over as quickly as posible". Crap.

He'd obviously never even attempted to have a go at *Tee-Off*.

Designed on Silicon Graphics and run on a 32X. Then again seeing as he lived in 1933! don't suppose he would have played it would he?

FOR - SEGA 32X FROM - CORE DESIGN AVAILABLE - TBA PRICE - £40-50

Gee, it's a golf game. How exciting. Excuse me while I wet my pants with anticipation. Golf and excitement hardly go hand in hand, do they? You never see people being taken away from golf courses in ambulances

because they were overcome by the emotion and stress. You don't often see huge crowds waiting outside the hotels that golfers stay at. You never see golfers in the gossip pages of newspapers or appearing in new, risque clothes. You don't see

books being written about the secret lives of golfers.

Nope, golf is associated with people in silly jumpers who wear silly trousers and who are supported

Using the undoubted power of the Silicon Graphics, Core have...

by the kind of people who feel comfortable collecting train numbers. Of course it would be slightly different if you knew you could tackle the toughest courses ever designed from the comfort of your armchair. Especially if these courses had been designed on a state of the art Silicon Graphics machine to ensure that the graphics were as good as humanly possible.

This is exactly what Core Design have done. The Silicon

Graphics has been used to render beautiful 3D courses and characters.

... managed to perfectly recreate those bloody awful clothes the golfers wear. I reckon that that's..

Combine these designs with the undoubted welly behind the 32X and you are going to get a golf game that's something special. In Tee-Off you get to play with three camera angles and with all sorts of impressive 3D tricks pulled off, it looks better than any golf game deserves to.

After all, Golf must be one of the most boring sports. Come to think of it, it shouldn't even really rate as a sport. Professional golfers

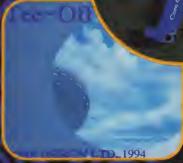
have been used to ensure that everything is as perfect as humanly possible, I'm sure that Electronic Arts will have something up their sleeves for the 32X with their PGA series but they're going to be hard pushed to beat the early

running of Core's Tee-Off, If this is a sign of the future, bring it on, now.

LES ELLIS

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...the only reason that sane people ever play videogame golf. At least that way they don't have to be seen wearing tank tops, cardigans, peaked caps, long socks and those stupid trousers.



Ever wondered what a golf hole sees when a ball is being ruth-lessly shoved down its throat?



This looks so real that our Lisa spent two whole hours trying to make tea in this cup. Doh.

You must be 13–20 yeors old. Overdrofts not ollowed. Registered office: Notionol Westminster Bank PIc, 41 Lothbury, London EC2P 2BP

So you've got your mother's nose and your father's ears. At least you can have your own bank account.



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FOR - SATURN FROM - CORE DESIGN

door. Saturn Development, it said. Now I couldn't pass a chance like this up so I formed a cunning plan. Using my trusty old 'I left my toe nail clippings collection in your office' excuse I darted back, ran the

gauntlet of guard dogs, ducked under the barbed wire and dodged the machine gun nests: There it was, the Saturn Development.

Swagman is a bizarre game that is at this very moment being designed on a Silicon

Graphics system. It all takes place in a dream. Fair enough; if it's good enough for Freddy Kreuger then it's good enough for me. The Swagman is in your head. All his mates

AVAILABLE - TBA PRICE - TBA

are with him. They're seriously messing with your mind and if you don't get them out you'll end up like Kirrane. As in all bad dreams the levels will be set in graveyards, hospitals and, well anywhere that you would expect a nightmare to be. So for Tim that would be a recording studio, for Simon a mental hospital, for Marcus, an optician, for Les a graveyard and for Lisa, well the less said about her dreams the better.

With the power of the Saturn and the weird ideas of the programmers this should be one to look forward to. Release dates are still a little vague, seeing as the machine's nowhere near release just yet. But rest assured, if these early shots are anything to go by this is going to be very special. LES ELLIS



Wow, Madonna would kill to wear this costume. It's just her thing.

What a strange kitchen.

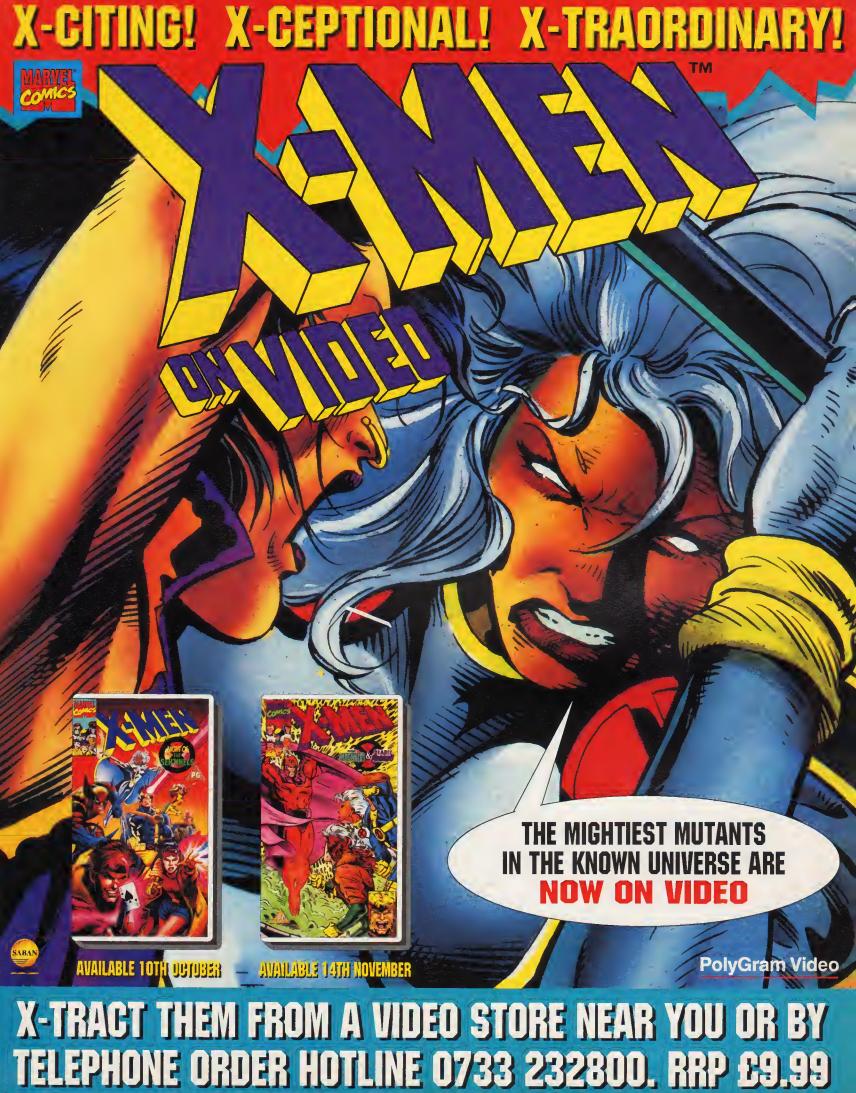
After recovering from the excitement of seeing their 32X golf game, Tee Off, me and the Core design PR team were heading off to a nice, expensive lunch (what, you can't do that -Tim). They were paying of course (Oh, that's alright then - Tim). But then sneaky old me saw a

sign on the

My kind of town, nothing but graveyards and hospitals. Best of all, no French tourists.

SWAGMAN First Terrortry

Meet the crew. The evil dude in the middle is the Swagman, invader of nightmares and stealer of children's souls. So what does he want with bits of their shoes then (that's soul as in inner mind — Tim).





Obviously these state of the art visors aren't up to much and your man gropes around.



Here they come, whatever they are. Obviously some malformed alien creatures that...



...hang on! It's a herd of Donkey Kongs. What will Nintendo have to say about this?

Top John Wayne swaggering from herobloke and his amazing crew cut. I look like that. Honest.

CREATURE SHOCK

FOR - PC CD ROM
FROM - Virgin

f gaping at a VDU for hours at a time is your bag then Creature Shock could be the game you've been waiting for. The awesome rendered sequences in the game are of 'a fall of your chair' quality not witnessed since the last time I used that phrase, and give a real movie quality to

AVAILABLE - Nov PRICE - £49.99

the game. But that isn't all, Creature Shock also comes with its very own, complex plot: a lovely rendered ship has been captured by a lovely rendered rock, which was actually a lovely rendered monster, in disguise. It is your job as a lovely rendered marineman to fly off and

rescue the lovely rendered lass who has unwittingly got herself caught up in this whole rendered scenario. (See? It doesn't matter how much technology you throw at the

It's a pity that our vampire readership has dropped off. They'd have loved this. game scene they will always use the 'what a dizzy lass' scenario to pack in the punters - Not So Lovely And Quite Unrendered Politically Correct Man).

The game is a shooter that has you picking your way down tunnels blasting at anything that moves. The monsters are (no surprises here) lovely rendered affairs with soft spots to help you blow them away and the game toggles between this blasting action and hands-off cinematics that create a very atmospheric playing area. There

I can't wait until this comes out as a little die cast toy.

She's got a crew cut, just like the bloke up there. I look just like her too. Honest. are also some great sound effects; whooshes and hisses all reminiscent of the Alien movies.

Worryingly, you may have noticed that I have talked mostly about the look and feel of the game but I'm assured that Neil Jackson, an exemployee of Future (the people who bring you this glorious rag), is working night and day to cram a massively playable game in there.

I managed to get to grips
with it myself for a good few
rounds and found that you get
totally immersed in the

atmosphere of the game.
Which isn't to say that
shooting some of the
smoothest looking
aliens this side of my
warped imagination
isn't great fun. Of
course we'd love to
blow this wide open but
the game isn't

finished yet, but by the time you read this it should be at the review stage. SIMON KIRRANE



Those arms with the balls on all rotate different ways. It's gorgeous. Very 2001.

Our lass runs for her life as the aliens come pouring in. This is al intro I'm afraid, not playable.

Heeellooo. You know, staring at this picture I bet you're all thinking what kind of lewd and lascivious caption I'm about to write. I won't let you down lads. Look at that I bet she has to hol...

DECES SEESSES



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A DAY WITH DOM

And once more, it's not really 'a day with Dom', this month it's not in any chronological order. I thought I'd take this opportunity to tell you all the inside stuff and gossip on the filming for the series of GamesMaster. Or alternatively, just lie and make you think that filming is really, really exciting.

By now, you'll all have seen a few shows and will have marvelled at the gorgeous new set. The reason that this series looks better than any previous one is simple: MONEY. Huge big sexy piles of it, all spent on the set. For legal reasons I can't tell you the exact figure but you could probably get a whole team of Chris Suttons and still have change for a packet of Spangles.

The set was dreamed up by Steve
Wright, the series' director, a frightening
man with tattoos who has worked with
people like Kylie, D:Ream and Right Said
Fred. They used to stay at this hotel and
Steve cleaned the toilets. Boom!
Boom! However, the man who
put these dreams into practice was a bloke called
Drogho Michie (that's a

made up name) a design genius who could have Tony Hart any day.

So there you go, they created the set and, to be honest, I'm getting a little bored writing about it now. Oh yeah! For those people who are really thick and haven't got it yet, the show is set in HELL, purely because videogames are EVIL. They corrupt kids and make them into violent zombies who have epileptic fits all the time. It's true, I read it in the papers.

FAVOURITE THINGS

1 Beth from neighbours

2 That bird from Emmerdale

3 The new Sugar album, File Under

Easy Listening

4 The Larry Saunders Show

5 Diss United, my Sunday league team, who are starting to play some

good football for the purists.

It's no secret that we film all the challenges for the series in one, huge, gorgeous batch, at least it's no secret now. Anyway, the good thing about this is that we can plan out our shows in advance, giving you, the viewer more entertainment than you deserve, quite frankly.

The bad thing is we do all of this in six days and it is very, very tiring, in spite of the massive amount of money I get paid. Now you may look at the show and think,

it doesn't look all that difficult.' Well, you know that ancient scientific theory; LOTS OF

FLAMES + SLIGHTLY OVER-WEIGHT SCOTTISH PRESENTER

= BIG, FAT, SWEATY MASS?
Well, it's er, true,
actually. The whole
set was hotter than
Pamela Anderson's
Bikini Line. This
was especially
amusing when we

had a guy
called Doug come on
who was on the show as
Golden Bomberman for
the Super Bomberman 2
challenge. Anyway,
after Doug had beaten
the second entrant he
seemed to slump forward,
so I suggested that we
check on the lad. Lo and
behold – he had nearly died
from heat exhaustion. We

laughed all the way to the hospital!
But of course, GamesMaster wouldn't
be GamesMaster without the celebrity
guests and this series they are so
celebrity-ish that I didn't even know all of
them personally. Over
the next few months I'll be picking on

Who's writing these bloody captions?

the next few months I'll be picking on them at random in the return of Dominik's Famous Friends, and awarding them points for niceness, comedy potential and how much I fancied them. I bet you can't wait.

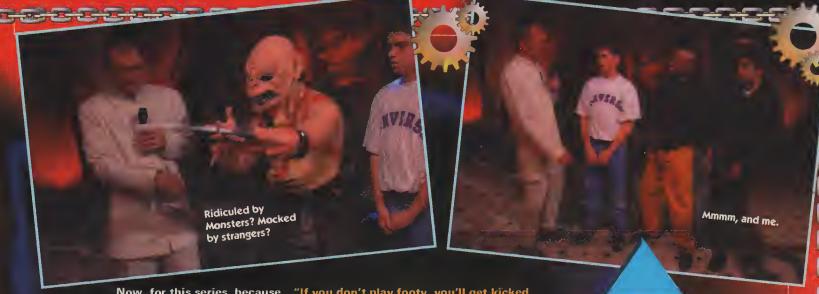
Finally, no filming would be complete without the Rock & Roll Last Night Party.



DOMNIKS

HE'S BACK, THE CALEDONIAN WITH HIS MONTHLY TALES OF FAME, FORTUNE AND FROLICS IN, ER, HEATHER (AHEM). HE'S BACK AND HE WON'T GO AWAY.

SCCCCCCCCCCCCCCCCCCCCCCCCC



Now, for this series, because we had so many people from the world of cinema working on the show we had to excel ourselves. So we went to a hotel, drank lots of fizzy pop and wrecked the place in the great Kurt Cobain tradition.

I had my surfboard with me and we were surfing down the stairs, making humorous phone calls to the manager asking for three tractors to be sent to room 414 and, best of all, getting all these expensive statues and priceless vases that were all over the hotel and moving them into the lift. Isn't TV great? Aren't we hard? How much of this story have I exaggerated? Who cares? Is anyone still reading at this point?

THERE'S MORE

TO LIFE...

Last month I waxed lyrical about the merits of being in a gang, this month, in an attempt to get you all out into the fresh air I urge you to PLAY FOOTBALLI Yes, REAL football, no FIFA or Sensi.

"If you don't play footy, you'll get kicked in" is a rule sadly missing from the nation's comprehensives, because football really is the greatest thing in the world. At times it's better than being with a girl. Now I know some fat kids might be reading this who don't consider themselves any good at footy. Don't worry! Be a manager or a ticket tout. It all helps.

DOMINIK DIAMOND

[We would like to point out that the views of Dominik Diamond are not those of the editor or even publisher of the mag, although we think he's great. It was Simon's fault that it said Mega Drive and not Game Gear next to Micro Machines in last month's chart. – All of The Team

Dom's Top Five

1 On the ball – World
Cup Edition PC/Amiga
Disk accessing a bit of a poo
on the Amiga, but on PC this is
the first ever Football Manager Soap

2. Pinball Dreams Deluxe PC CD ROM
Eight tables, four of them are great, two are
good and two are iffy. Pinball is cool. Huh-huh, huhhuh.

Opera

3 Doom 2 PC
You'll be bored hearing about this one now, so I won't bore
you any more.

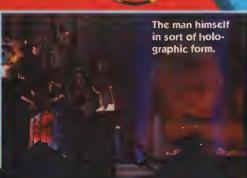
4 Alien Vs Predator Jaguar
Ditto

5 Leisure Sult Larry 6 CD - PC CD ROM Larry now talks. It is fab. There is also much women. QED.

> NB Last month my game of the month was listed as *Micro Machines* on the Mega
> Drive. It should have
> been the Game Gear
> version, but the
> lads on the mag
> are stupld.



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What's more, you've got the lot for only £49.99.

So if you want to see all your favourite Game Boy rotters showing their true colours, you know what to get plugged into.



than a handful



The four mighty adventurers trotted through the forest, laughing, giggling, throwing small stones at each other (apart from Kirrane, who threw bloody great rocks for some reason). Suddenly, unexpectedly, they fell. Down, they fell. Down and down into the depths of the earth. Where were they? (Continued below).















PROBOTECTER

Mark this was a street to the street to the









2:18:0 MO MO (10 M



SOULSTAR









GUARDIAN





"Hell of a drop that wasn't it lads? Who's the bloke in red?'

"Ee-up Tim, where did the white rabbit go? Anybody see?



Trust Nintendo, ignore the lush, rendered gard and the gorgeous scenery and this is the map Warioland. Ow. (The cap ionist is hurriedly rep

'IT'S SMOKIN'!
Take one look at this latest incarnation of Donkey Kong and that's the first thing

you'll say a l guarantee
it. Everyone's always
claiming that their game is the very first to offer this or that new feature. After a while the claims just evoke a long yawn. But no one, not even the Pope, can deny that this has the best graphics you've EVER seen in a console game. Take a gander at the screenshots if you're not convinced – and you haven't seen it in

motion yet! After all the hype, the only

The weather takes a turn. A bit.



Release the baloon to safety and freedom. Ahhhh.

people who haven't heard of Donkey Kong Country by now are either dead or over 35. Yep, it's just another platform game - but what a performer.

There are tons of hidden levels to explore, loads of obstacles and enough bananas to put you off the colour



We don't trust drums bearing that symbol, do we?

4



Lovely little homestead unit, bit over the top on 'nanas though a close call, it's lizardtypething.





Use the swordfish to pierce anyone you want. At all.

There's no doubt that it's the graphics that make this game great. They had 32-megs to play with, mind.

game great. They had 32-megs to play with, mind.



re's the snow scene, the hardest one in the game – with the snow coming down



Here you are in the ice caves. You can't see it in a still, but the background glistens as



The action isn't all on terrafirma. You get to go swimming as well. Here



The cave scenes can get a little tricky unless you first find Squawk the parrot. He

it's easy to get distracted. Jump into the barrels, wait for them to point in the right direction and jump out.

you move around. Climb that slippery ol' rope to fetch the bananas and the extra barrel.

Donkey Kong's got Diddy Kong in tow.

lights your way through the obstacles.



Jump for the spangly G, secreted in the treetops, which are a lot less spangly. Indeed.

yellow for the rest of

It's not a pretty sight when the primates get it on. Not pretty at all.

BEST OF FRIENDS

In DKC you can also play as Diddy Kong, who's quicker but a lot weaker.



Every now and again you come across a DK barrel.



Pick it up and then smash it



on the ground.



Suddenly Diddy Kong leaps out and joins you.



You give him a high five then get on your way, confident in the knowledge that you've now got an extra life to spare. Always handy that.

your life.

JAW-DROPPING Donkey Kong Country was first shown to the world at the Summer CES in Chicago. Nintendo announced the game at their early morning press conference and as they babbled through the features



Collect the word KONG and get a free life. If you want one.



Ride a frog, do it visely and well, but make sure you do it.

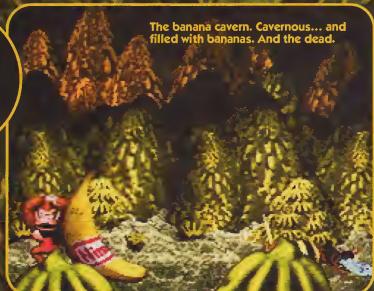


er-ack, something's explo Il over the place.









It's not only the barrels that you need to smash open. Sometimes you come across crates which contain animals you can ride through the levels. crates which contain animals you can ride through the levels.









smash open the crate. Go on, you know you want to.

Just as you thought - there's a rhino inside!

Get on his back and start

Using the rhino, you can smash straight through this wall...

the Ultra 64. Then, for a laugh,

they decided to scrunch them down and see if they could be fitted onto a SNES cart (as you

still looked great and suddenly

do). Surprise, surprise, they

the guys at Rare could see

GAMESMASTER



When the Jungle level gets going, jump off the wall and try to reach the trees on the right. You see a banana arrow that points down. Jump down to the spot it's pointing at and a steel barrel pops out.



Now you want to toss the barrel off the wall and to the left. You can then ride it to the right for almost half the level, rolling straight over anyone who gets in your way.



Keep going like this until you crash through a wall. Suddenly you find yourself in a hidden room! Look around and you find millions of bananas there's even an extra life in here somewhere.



If you don't like the idea of riding the barrel, you can jump down from the tree which has a 'G' icon in it. You can see a patch of ground that looks different from the rest. Land on it and you find a different



Now head left until you reach the wall nearby. It's all pretty straightforward from here just throw the barrel at the wall and you discover a room with a bonus game!

list, they gave the impression that it was an Ultra 64 release. Then right at the last minute they woke everyone from their hangovers by revealing that this wasn't an Ultra 64 game – it was pure SNES. Jaws, as they say, dropped.

The word on the street is that developers Rare were working on compression techniques, taking fully rendered graphics from an SGI workstation and squashing them for

nothing but pound signs in front of their eyes. So have they come up trumps? The game looks good and it plays pretty damned perfectly too, but the purists of this world are going to claim that at heart it's still just another bloody tiflag in Barnsle

platform game. Thankfully, I'm no purist: Great gameplay is what matters most to me and Donkey Kong Country has it – in great big steaming

bucketloads.

The obstacles, which are the obvious mainstay of any platformer no matter how pretty, have been worked out pretty carefully and the extra animals (such as the parrot to help you see your way, and the shark to help with the swimming) are neat touches and really keep the whole thing sparkling. Best of all

This is Cand she is fit.

nist swoo









GAMESMASTER TIP



To activate invisible walls around the pitch and get rid of pesky throw-ins, corners and goalkicks, pause the game and press ABBACABABBA. By the way the picture above is one of the clips that you'll see at half time. This free kick is from Italy vs Brazil in 1970, and yes, the keeper saves it.

With titles on the REAL system so far being a general dissapointing FIFA could well be the game that shifts the 3DO in Europe. "FIFA Soccer uber alles", that's what I say, just not terribly often.

MARCUS HAWKINS



WWODE!

The general presentation is as slick and stunning as the game itself.

FOR - 300 FROM - EA TEL - 0753 549 442 AVAILABLE - NOV PRICE - £50.00 STOP **#**

The players run from the tunnel.



DEMO ...

START

GAME

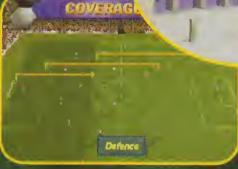
You know, I just don't know. I saw *Striker* on 3DO recently and I'd like to see how that performed before giving a final opinion on FIFA. Having said that, this is
The Big Match Live
Interactive. Everything is very polished

and the games are gripping, stunning ad unbelievably easy to follow. The camera angles are amazing and the

chance to pull off winning shots, on what amounts to a TV special is that special kind of joy. SIMON KIRRANE



You can change what your players do in any situation.



You can also tell the players exactly which areas of the field they should be covering.

To be honest the FMV looks slightly grotty but it certainly adds to the atmosphere.



Not only does it look good on the page, it moves incredibly smoothly as well. The best looking game I've seen.

SOUNDS



Near perfect, as it's straght from CD.



The usual FIFA gameplay, which can't be a bad thing.



Well, it's got a six player option and there's always the close season.

OVERALL

The best looking game ever. FIFA also plays OK, sounds great and could be the 3DO saviour in Europe.
MARCUS



3D MADNESS

This 3D level is awesome. To get to this bit, follow the commander at the end of stage 1, instead of going to save the research centre. Then run like hell.



When he runs up beside you, shoot him. It's the only chance you'll get to launch an attack on this 3D git. The rest of the time it's just avoidance, I'm afraid.



He'll drop behind at regular intervals, and it's at this point that he gets most nasty. Big orange fireballs come shootin' at ya, it's a scream.



Even when he's miles away, he still manages to shoot his big long gangly arms at you. This sort of behaviour directly contravenes the Highway Code. Jimmy's trip to the corner shop was spoilt by robots shooting lasers at him.

The scene: A major videogames retail outlet. A few scruffy salt-of-the-earth types are hanging around trying to look sincere. The atmosphere is akin to that of a dodgy car showroom in Hackney. I enter, with

enter, with some trepidation. Me: Hello. Greasy

Salesman: 'Ello me old chinah, do what, knock it on the 'ead John, cor, luv-a-duk guvner... (and other cockney banter).

00

Me: Er, yes, I wonder if you could help me.
Um, I'm looking for the future of videogaming.
A game with 32 hundred million colour
graphics, CD-quality

This oddity starts life as three odd things and ends ups as

one giant one.

sound, an immea-

sive 28-button control system, and the kind of playability that makes you want to cling to a complete stranger's ankles and weep.

Greasy Salesman: (Drawing breath between his teeth, as all salesmen are taught to at salesman school). We haven't got anything like that until the Hitachi Mega Station comes out in Autumn 1998, but in the meantime, why not take a butcher's at this Mega Drive over 'ere and check out the latest scorCHA!!! from Konami. And everyfin'.

Me: Well, the thing is, I want to get away from the humble resources and slightly dated technical limitations of the 16-bit machines.

Greasy Salesman: Well yes guv, I quite understand, and all that, but you're missing out on somefink pre-tty bloo-dy spe-shull if you don't cast your peepers over this one.

Me: {Thinks} Hmmm, this man clearly has the intellectual capacity of a still-born badger. Nevertheless, he appears to be somewhat excited about this release. I'll bide my time with the hapless troglodyte, and if he fails to arouse my interest after five minutes, I'll go straight to the manager and have him sacked for gross incompetence. (Aloud) Alright then, what is it?

Greasy Salesman: It's called ProbotectAH, and it's a right good 'un, I can tell ya.

Me: Taking the joypad and choosing a character out of the four available, while thinking "That's a comprehensive choice of characters, and they all

If you like destruction, loud noises, big scary metal things and flashing lights – you're mad.





before, and now, at last, it is.

Me: Good point. But does it offer anything new, anything I might conceivably wish to find on the thought-controlled Yamaha Game Station, when it arrives in the mid to late 21st Century?

Greasy Salesman: Now look sir, this game may look a bit dated...

Me: It certainly does look a bit 8-bit in places...

Greasy Salesman: ... but when you take info

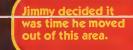
"i have a far bigger gun than you, you know."

(Thinks: Damn, he's right)

GAMESMASTER TIP

To defeat these flying geezers on the road section, keep to the left hand side of the screen, and jump whenever they fire at you. Keep shooting, and you'll finish them all off.





FOR - MEGA DRIVE FROM - KONAMI TEL - <u>0895 853 0000</u> AVAILABLE - NOV PRICE - £44.99



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0 0



Me: That's a very coherent statement from someone I was trying to portray as stupid. (Can I be in this? – Simon) (Shh! – All). Greasy Salesman: So I don't exist then. Me: (Aside) How am I going to get out of this hideously contrived review? It looks like I'm going to have to come clean and admit that Probotector is ace, it's everything you could conceivably need from a game, and you ought to get it right now. By golly, the Mega Drive hardly ever gets this good. Turn it up loud, get a pal round and put the world to

Greasy Salesman: Do what, knock it on the 'ead John. Ere take a look at this tom, that's real that is etc ...

TIM TUCKER





Probotector. Tim is dead right. There are some eight bitty phases but these are more than compensated for by the incumuredibuull action in the other sections. There is one bit that I swear the SNES would struggle to do when you are being chased by this huge robot geezer. Probatector is one of the most exciting shoot-em-ups for the Mega Drive and proves that t is possible to push the machine that little bit further

THE GREAT TRAIN ROBBERY

Just to show you how cinematic this game can be, this whole train chase is simply a marvel of games programming. And heart stopping action all the way too.











RAPHICS

You've really got to see this stuff moving to appreciate just how great it is.



OUNDS

Some of the best blasts your Mega Drive can produce Play it loud.



GAMEPLAY This really will

blow your mind. You'll find bits of your brain all ove the carpet.



LIFESPAN It's tough, and there's a two player mode. You'll want to play it forever.



OVERALL

This is more than just a conversion of the SNES game. There are some startling surprises in store for any Mega Drive gamers
who've yet to
Probotect, and
those who have will
and another in the
tradition of the games with the word Probotector in the title. TIM





GORILLAS IN THE FIST.





Ook ook ook. Ook ook Donkey Kong. Ook ook, ook ook 100 levels ook; ook ook. Ook ook ook battery-backed memory ook ook. (Ook Super Game Boy ook ook 256 colours). Ook ook £24.99. Ook ook ook ook.





4riera

LIONIKING

SPECIAL MOVES

Well not exactly, but just look at what Simba can do.



As an adult, Simba can stand and fight, taking on two big cats at once...



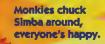
...while as a younsgter Simba's little roar could only startle small porcupines.



His special little roll helps the youngster through porcupine trouble also.



Back to the adult lion, and check out this top throw. Silky move.



it's a little known fact that every videogame has to fill in a visa form when trying to get into the country. And this is how it goes:

Preliminaries

- 1. What is your name? Lion King.
- 2. What is your occupation? Platform game.
- 3. How many levels do you have?
- Ten, with four special bonus bits.

 4. Are you based on a film? (If No, please go
- straight to number 6).
 Yes, I'm a licence of Disney's latest smash hit film, The Lion King. It's their most successful animated film to date.

Further Details

5. How closely do you stick to this film? I feature all the main characters and scenarios. I chart the progression of Simba from innocent and naive cub and would-be King, to mature I don't violently agree
with Tim at the best of this times. This is
another of those such times. I found The
Lion King to be overly sicklysweet. I enjoyed
the film but that was over and

done with in in minutes and no one noticed the tears. To be fair the gameplay is fairly addictive and the music is astounding, if that word can be used near any of Elton John's tracks.

SIMON KIRRANE

adult and top hard lion geezer. My levels roughly outline the plot, although it's not totally clear what's going on unless you've seen the film.

If you have seen the film you'll notice how many elements are similar. My animation comes straight from Disney, so that's spot on. The film's music is beautifully reproduced by the SNES' superior sound chips, and I've got some stunning speech samples straight from celluloid. Fans of the film will love me to bits.

6. Are you, or have you ever been, a member of the Communist party?

No, but I do witter on a bit about a banal halfbaked philosophy concerning the "circle of life".







Timon and Pumbaa are the stars of the bonus games. And jolly good fun they are too. Bug Hunt (right) requires Timon to pick up bugs within a time limit. Bug Drop (far right) Is like the bonus game in Aladdin, where you catch falling bugs.



FOR - SNES FROM - UIRGIN TEL - 081 960 225 **RURILABLE - NOVEMBER** PRICE - £49.99 STOP .

7. Describe your gameplay.

At first sight, I may seem like a standard platform game, but as you play on you'll notice some pleasant surprises. I start off with only the ability to jump on baddies' heads, and a tiny little roar which stuns porcupines. When I become the older Simba, I have a more devastating roar, which freezes all baddies for a couple of seconds, plus a top claws-out swipe, and a bit of a throw.

I've got some other non-platform features. I can swing from rhinos' tales, I get thrown around by monkeys, I ride on the back of an ostrich, and I generally have a good frolic all over the place.

8. Have you ever faced prosecution for the possession or sale of drugs and/or stolen goods?

I'm sorry, I don't understand this question. 9. Do you start off very impressively, and then sort of peter off a bit?

<u>ቀ</u>ላ ቀ ላ ቀ ተ ቀ ላ ቀ ላ ቀ ላ ቀ Swing Simba, swing like a well anlmated sprite.

Er, yes, towards the middle I'm a bit average. But I get better again, and end with a top battle between adult Simba and Scar.

10. Are you the perfect Christmas present? I am, because the film's such a huge hit, and I'm the perfect interactive reminder of how lovely it is.

11. So we should recommend that people buy you then?



Absolutely. Platform games may be getting massively tedious on the whole, but I'm a proper Disney licence, and not only that, I'm the best Disney licence yet. Buy me go on, I'm a poppet.

TIM TUCKER









try to jump on him before he's knackered, as you'll lose health and he'll get off scott free. Two hits will then finish him off.

FRAPHICS

Super duper. This looks nearly as good as the film, and that cost millions.

26666666666666666666666666666

SOUND

Can't fault it. The music's wonderful, the spot effects are totally convincing, and the speech adds that essential detail.

GAMEPLAY

Platform action as you know and love it, but plenty of variety too.

LIFESPAN

and the form of the second second second second

It's unusually tough, and there are no passwords. A great deal of time will be wasted on this

OVERALL

I'm particularly impressed by the variety in the gameplay, Restorn your faith in platform games,
Disney animals,
the SNES, and the
whole circle of
life, and get hold
of this now.

THE

LONKING

Simba takes a bit of a swipe at a passing thingy.

Simba Jumps about.

that Lion King is just another platformer is like saying that the Beatles were merely a pop group, Hitler was just a dictator or, more relevantly, that a Disney film is just one more cartoon. It's pretty much universally accepted that Disney cartoons are worthy

+1414

of consideration in a different league entirely from the likes of Danger Mouse, Mighty Morphin' Rangers or Beavis 'n' Butthead. The difference, there for all to see, is the sheer amount

of thought and man hours that have been put into the production. It's not the plots, which are largely commonplace and fairly simple, and it's not the characters, which loveable as they might be can't really claim to have any real don't

claim to have any real depth.
So far, and despite the fact
that it's easy to imagine how
things could have been very
different, each and every
game that Disney have

deigned to put their name to has been a credit to the company's involvement.

Aladdin was hailed as an instant classic,

Jungle Book was equally well, if not better, recieved and now Lion King, licensed from what is reputedly the best Disney film

yet, has spawned a game that can lay a fair claim to being the best spin off. LES ELLIS







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GRAPHICS

SOUNE

99

As you'd expect from a Disney sideline the graphics are superb in all departments.

85

Nice little yelps from Simba as a pup and generally excellent effects. GAMEPLAY



Oh, it's another boring platformer is it? Your loss.

LIFESPAN



No passwords and plenty of tough bits plus a well balanced challenge equals plenty of lifespan.

OVERALL

Beautifu[to look at but a bitch to play (in the best possible sense)

LES

ZAP YOUR MATES WITH A



BRILLIANT BATTLE GAME.



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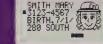
Battle Screen

Battle Result Screen

ESP Power Replenishment Screen

And it's got tons of other fun and useful features. It'll keep a record of all your mates names, addresses, birthdays and telephone numbers. Even their faces.







Fortune Telling

Telephone Directory

Telephone Directory

Using the montage feature you can build a picture of anyone you like (no matter how ugly they are!).

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the Star Wars interactive trilogy. He sighed and tried to get away. Which after a struggle, he did.

There are some startling into-thescreen shooting scenes where you use the Millenium Falcon to battle Tie-Fighters, there are also jet bike scenes and a cute ewok falling down a waterfall section too, none of which gives the game the boost it badly needs. Despite looking as though they might.

It's a tough game and it looks OK but a month after reviewing Earthworm Jim I just can't take this seriously. Thank goodness I'm not one of those cynical hacks who might imply that this is in fact a rushed game released by George's Empire as part

of a marketing plan.
SIMON KIRRANE

Let's face it. Even if they looked quite nice at the tive cultural mythology the first two games look increasingly dated – the hack

and slash 'action', the jumping from platform to platform 'fun', and the 'challenge' of avoiding those bloody great spikes that pop out of the ground at intervals and deposit themselves up your jacksie and make you go all flashy. Still, we can look back fondly on these games as products of their

some kicking for not even trying to stand on its own two feet. It's the only way.



The inclusion of an ewok is a brand new thing, as is a special flying into the screen bit. So you can ignore all my cynicism. This is something you've never seen before, it's a 'must buy', a 'gotta have'... no it isn't, it's tired. So am I.







Fine, with some lovely deep backgrounds but nothing looks different to the first game.

SOUND

The monkey goes 'eeuuurrooght' again there's nothing new hera.

It has been proved time and again that this is an immensely playable genre. Can we have somathing else now?

LIFESPAN

This is a difficult game and it is playable, but if you have the other games it won't take you long to suss it out.

2-2-2-2-2-2

OVERALL

It would have been nica if there had been enough changes to keep the fans happy. But there havan't. The Millenium Falcon section is a step in the right direction, but not enough. SIMO







Virgin

Trussime, filwill messemerise you.









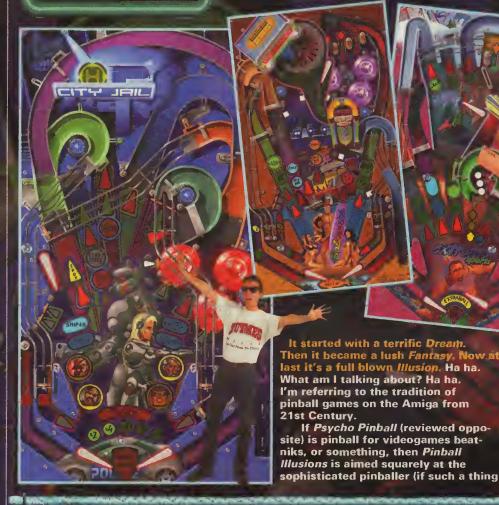








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The best table is Law 'n' Justice (far left).

exists). There's no attempt to utilise the Amiga's videogame potential, and give more than a very straight pinball experience. It's just silver balls, flippers, ramps and high scores.

Fine. No problem with that, especially when it's done this well. The tables are slickly designed, and will keep you stuck to your Amiga like a two day old cornflake to its milkencrusted bowl. As a sequel to Fantasies, however, there are some impressive enhancements.

The much awaited multi-ball feature is included, with the inherent complications being dealt with in two ways: 1) Normal lo-res mode, where the screen follows the ball nearest the flippers, and 2) you can switch to hi-res mode to see the whole table on screen,

although fumbling for that H key in the middle of a frantic flipper attack is not always a simple procedure.

The only disappointment is that there are only three tables. You've managed four before lads, what went wrong this time? But let's not take it away, if you're an Amiga 1200 owner you should certainly buy this immediately.
TIM TUCKER





Absolutely gorgeous 256 colour loveliness on all three tables. Loses a bit of depth in places though,



The music's perfect, from the Beach Boysinspired Babe Watch to the techno-fuelled Law 'n' Justice.



I know I know, it's only pinball, but it's bloody great pinball. Designed purely with playability in mind,



I'm still playing Fantasies, for Christ's sake. You may aş well superglue it to your disk drive.

OVERALL

Although there's one less table than usual I loved all of 'em. The playability is at a maximum here, so don't let the side down - vote for gameplay and give this your full attention. TIM















"...the most enjoyable playing experience you'll ever have."

"I haven't come across a more polished, more enjoyable and more playable game in ages."

MEGA 90%

"Superb animation, lots of fun, and gameplay to match most platforms." SEGA POWER 90%

"Jungle Book is a polished package that's too good to miss." MEGA POWER 92%

GAMESMASTER 90%























WHEN IT COMES TO 3DO ...

Star Control II

The Horde

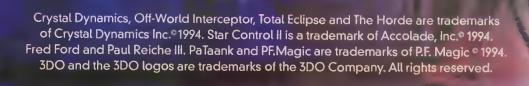
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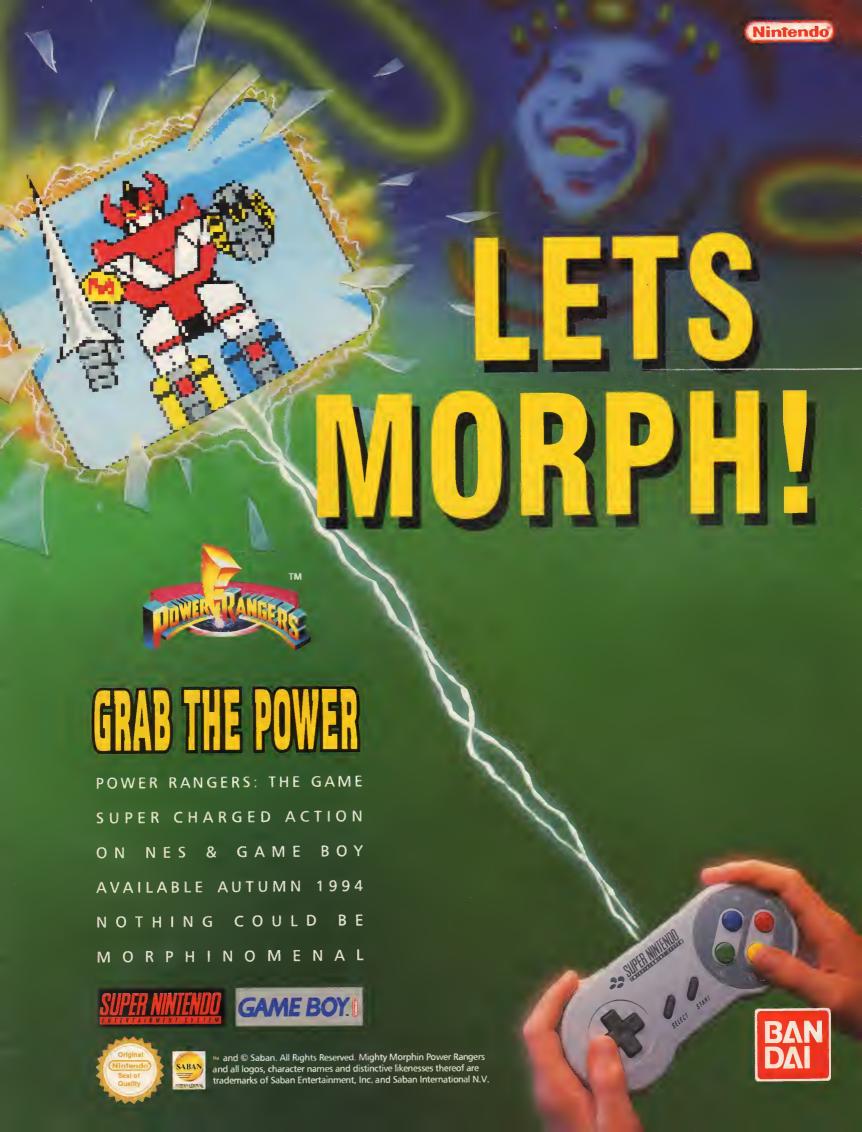


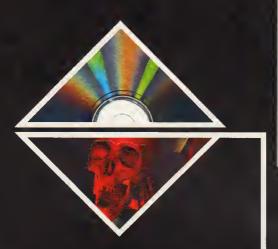












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TERNI UP STANDARDEN TERNI UP STANDARDEN

That tree looks suspiciously like a straggler, kill it. The thing in the distance is like a mutant, but it doesn't abduct

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STOP ...

Hey, Defender's back. It's been resurrected from the gaming graveyard, dusted down and given some serious plastic surgery. The scalpel has been busy. Gone are those ugly black and white line graphics and in their place are sleek 3D polygons and loads of colours. Hacked away as well are those little blobs that represent people and in their place are 3D structures that need to be guarded with your life as those pesky aliens try to blow them away.

These aliens have also undergone more changes

than Michael Jackson. There are now new ships, different designs, and thanks to the new 3D landscape, totally erratic new attack patterns. With all this you may begin to wonder whether this is Defender or not. Well it is. One go is all you'll need to understand this. That same Defender gameplay, which made it such a hit, is all here. With the 3D landscapes Guardian takes Defender into a new dimension. Brings it into the

1990s, if you please.
Of course you could also say that this is a bit of a CD32
StarWing clone and you wouldn't be far wrong. It's not as linear as the old

I don't get MTV, nobody gets MTV, kill that dish. SNES game but there are a lot of similarities, especially graphically. This is a scary comparison. This is a 32Bit CD machine, for God's sake.

That aside, Guardian is a pretty mean shoot-em-up. Like Defender, there's no real variety in the action or the graphics, which can make it a little dull to play, but It's a very tough game with the difficulty level tweaked

to the max.

It doesn't really push
the CD32 anywhere
even close to the edge
of its capabilities but
it is the best shootem-up we've seen
on it. LES ELLIS

i think this is getting a bit too close to that ship

Oops,maybe I should have shot that alien dude when I had the chance.

Tarrella Maria

RAPHICS SOUI



StarWing on the CD32, but faster.

It's either a flying

you'd better decide.

Ouch! Hardly a CD soundtrack and the effects leave a lot to be desired.

GAMEPLAY



Well it's 3D
Defender for
Christ's sake.
What more could
you ask for?

LIFESPAN



Guardian is very tough so you won't be finishing it in a hurry, but it can get a bit dull after a while.

OVERALL

While it's hardly a 32Bit monster of game Guardian is the Defender of the 90s. The 3D is fast and while the action isn't what you would call frantic it succeeds in pulling you into the game. LES

JUDGEMENT | %





"Playable and addictive beyond belief ... Super Bomberman 2 is it" – Total 94%
"Superb multi-player action" – NMS 92%

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There's nothing worse than a game that gives the impression of being really bloody good, right up to the moment you play it. Way of the Warrior promises loads. First off it's a beat-em-up, – a good thing – and it's on the 3DO, technically the most powerful available

games system on the planet.

Turn it on and things look encouraging. Some very impressive gothic intro visuals set the scene and outline a smart p

scene and outline a smart plot
concerning the Book of Warriors, an
ancient tome written in the blood of
champions, listing all the greatest
fighters in the history of everything.
There's one page left, and now's
your chance to fill it.

It's when you start actually playing the damned thing that its real nob value shines through. It's obvious from the start that this is a shameless MK 2 clone, with very similar characters, dubious look-alike special moves, and just plain rip-off fatalities (except here, the fatalities can be used on any round).

There are little sparks of inspiration, like the use of power-ups to increase your energy level and skull points, which increase whenever you perform a special move and give you the power to perform magic spells that weaken your opponent.

Here's an amusing example of how bad the sprites are in Way of the Warrior.

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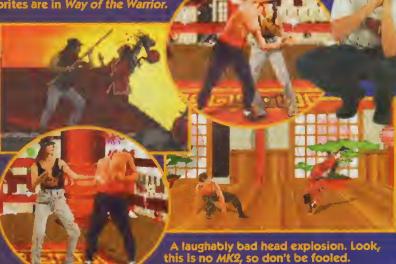
STOP ■

But it's all let down by the gameplay. The sprites look like extras in a dreadful seventies American TV cop show, and the animation seems to contain about two frames per character (he's exaggerating for dramatic effect – legal editor).

It's a shame, because there's some gorgeous backgrounds and smart scaling effects. As it is, this is a dreadful waste of space.

Wait for the 3DO Samurai Showdown or SSF 2
Turbo. TIM TUCKER





GRAPHICS



The individual parts are impressive, but the sum is a bit of a random mess. Well rendered, badly designed.

errerrerrerrerrerrerrerrerrerrerrer

SOUND



A growly Shao Kahn-inspired voice dominates the proceedings, and it works.

CAMEDIAN



It's fast and fairly responsive, but you can't get any combos or strategies together. It's just dull, really.

LIFECDAN



Given the above comments, I wouldn't give it five minutes, if I were you.

OVERALL

It's just a very poor Mortal Kombat 2 rip off. Don't touch it, even if you're desperate for a beat-em-up on your brand new 3D0. There are far better ones on the

JUDGEMENT 🎉







complexity in the levels so that you could play a simple bricked up level, where there were plenty of icons to choose from and the scenery was nice and reliable, or you could race around at top speed, with ridiculously destruc-tive bombs and scenery that warped you, bounced you and generally confused the pants off you. The trouble is that even more ker-a-zee doesn't necessarily mean better. The basic level's here, but beyond this too much of the gameplay is left to chance and confusion. The new games are just too much to deal with strategically and you often find yourself playing the first level wishing for a little

you dare not move

because you'll die. KIRRANE



FOR - SNES FROM - UIRGIN TEL - 081 960 2255 AUAILABLE - NOU PRICE - £TBA

STOP



That is a massive explosion, it shook my TV so hard when it nappened on screen that it fell on the floor. It really did!



Simon, eh? Bless 'im. He don't know

man's a halfwil. A dunce. In the original Bomberman "you could race around at top speed, with ridiculously destructive bombs and scenery that warped you, bounced you and generally confused the pants off you' but the new, improved Super Bomber man 2 leaves too much to 'chance and confusion.' Yeah, right. It's almost this isn't an improved version of an almost perfect game, with the same level of variety, we chance to play some new levels and improved graphics. Which it is.

LES ELLIS



Still pretty basic but the new single player mode looks great now.

Minimum Manney Manney

SOUNDS



Simple and direct, they do the job well enough.

GAMEPLAY



Despite my complaints this is immensely playable. One of the best game ideas ever to hit the console.

LIFESPAN



You now have the option to trek through the single player game as well as play with your mates for hours.

OVERALL

There are improvements and the one player game is now a real option, but the multiplayer levels are too cluttered with bonkers bits that are best avoided. Should be better.



Ahem, you're in my way.









Make no mistake, Doom 2 will upset the bible bashing god squad. Check out these nasty things that will have the programmers running for cover faster than Salman Rushdie.

• A simple crucifixion made all the more gruesome by a splat-tering of blood where the head should be.

- should be.

 Various pentacles appearing on doors and switches.

 The removal of the top of people's heads using a 12 gauge double barrelled super shotgun (I kid you not.)

 The ad campalgn. Virgin promise us that it'll be worth waiting for
- waiting for.

CECCCCCCCC



The wall is talking, I can hear it in my head telling me to use a chainsaw on Simon Kirrane.

I finally agree that violence is bad. Violence in games is even worse. It should all be stopped. It mustn't be allowed to happen anymore. Violence is bad (er, Les are you okay? – Tim).
BUT, before you all think I'm going soft in my old age let me just say this. Violence is bad, more violence is better. Let's have chainsaws in faces. Let's have tortured people

Hang on, I was wrong. It was Tim telling me to do that. Do I take this geezer on with my bare hands or use that gun?

FOR - PC FROM - id/VIRGIN TEL - 081 960 2255 AVAILABLE - OUT NOW PRICE - £50 STOP I

OPTIONS - LOADS DIFFICULTY - 5 SETTINGS PLAYERS - ONE SAUE GAME - YES END

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This Doom thing is rapidly becoming THE game of the nineties. I love all the grotesque first person super-violence as much as the next man, but Doom 2 has two disappointments for me. 1) It's a lot more expensive than the original (in fact, about £45 more expensive, which is a hell of a mark-up by anyone's standards). 2) It's pretty similar. Point two is also TIM TUCKER good thing, considering how great Doom is.

hanging from the walls, their faces bloody pulps of what they used to be. Let's have scary monsters rampaging through city streets looking for fresh meat.

THINK ONCE, THINK TWICE...
When Doom 2 was announced everyone knew that the makers were going to go over the top on the gore and guts. Well, they have, and they've done it in style. Luckily though they have added a lot of enhancements over the original. A strong puzzle element sees you exploring levels thoroughly looking for keys and switches that will let you go further. The programmers have been cunning enough not to let this detract from the mindless shotgun in-your-face violence that made Doom great.

The graphics look pretty much the same as the first game, until you reach the city levels

where they are like nothing you've ever seen. The backdrops are incredible, from the eerie clouds to the city skyline. It brought oohs from all of us. Of course the meat of Doom was the running around killing everything and in this respect the programmers have deliv-ered big time. There are new weapons including the awesome super shotgun and the BFG (which stands for Big F... er maybe I won't say). Of course Doom wouldn't be Doom without some evil looking



...THINK CHAINSAWS
Atmosphere is what Doom 2 is all about. I can quite safely say that this is the first game that has literally made me jump out of my skin (it's in a pile around the bones of my feet now). Walk down an alleyway only to hear some weird alien scream

coming from behind you. You turn to see what's there and see a shape moving round the corner. You go

after it only to get attacked from behind by some floating demons head from hell. Total atmosphere. The sound effects are incredible, they totally immerse you into the whole Doom thang.

It's easily the most addictive thing I've ever played and when you play it via a network, so that two or more people can slug it

out, it becomes a way of life. A new fangled interactive entertainment experience. Look, Doom 2 is a buuurilliant, gory, gruesome alien-blasting, scum-sucking, spare-time consuming, demon of a

game. Get it now. ĽES ELLIS





GRAPHICS Looks similar to

the first game on the early levels but later on it's in a class of its own.



SOUNDS
The effects add unbelievable atmosphere to an already fabulous game:



GAMEPLAY

Can't be faulted here either. It appeals to that nasty side of you that no one sees.



LIFESPAN

Huge levels, loads of them, secret stuff to find plus you've got all those WADs.



OVERALL

Buy Doom 2 and immerse yourself in a world where your fantasies become real. It's just like being there. Incredible graphics and mind blowing sound effects make this the complete gaming experience. LES ELLIS Buy it.



IADDE

FOR - MEGA DRIVE FROM - EA TEL = 0753 549 442 AUAILABLE - NOU PRICE - £44.99 STOP ...

Whit haring = b I FRYAR FAR/NEAR

NA NA

So the weather's a bit colder, there's a lot

more rain around, and it gets dark after about 2 O'Clock in the afternoon. But there's one great thing about these early winter months - the American Football season is back. Woohoo. The Dolphins are looking good, and Monday nights are cool again.

It's usually around now that EA release another Madden game. Now I'm a huge fan of Madden Football, but even I'll admit that five versions of a game is a tad over the top. So either you've already got it and you're happy with it, or you've never got it, you're

The best thing ever.

never going to get it, and you've already

moved on to the Batman review, right?

But wait, there's some new improvements. You must hear them. So listen. First off, an NFLPA licence. What this means is that all the players' names are included. You can be Dan Marino. You can be Emmitt Smith.

You can be whoever you want, really. AND, you can look up all

he Chiefs crumble under the mighty Dolphins.

their statistics,

substitute different players at all positions, and check on injury reports. it's top.

There's a new form of passing, too. You can choose to dispense with the traditional Madden windows, and go for a more open approach, whereby your receivers run up the field with a little letter by each of three recieving sprites. This is especially useful in short yardage passing situations, and allows a better view of the pressure comin' at your quarterback.

The sprites themselves are bigger and sharper looking, and there's a whole new range of defensive plays, which adds a bundle to your strategy.

Otherwise, it's good old Madden all the way, and no bad thing for it. Buy it. TIM TUCKER



2 POINT CONVERSION

The new NFL rule of 2 point conversions is supported.



Better, tougher looking sprites, smoother animation, and nicer looking team logos.



Classic Madden tunes plus good head crunching sound effects. And John Madden's whining voice.



One of the very best sports games ever, and it really is even better again.



It'll last until Madden '96 comes out. Which is fine by me.

OVERALL

Madden's an annual event these days, and I'm happy with that EA could just settle for new team statistics, but they're always happy to add new features and great ideas. TIM







Left: It's not all battlin' for Batbloke

Right: He also pulls ff a moody daydream.



FOR - SNES FROM - KONAMI TEL - 0895 853 0000 AUAILABLE - NOU PRICE - £59.99

STOP

TATI THE S

Batman and his pal Robin (so called because of his canoeing skills) are, despite the lies of reviewers, a skilled pair of men about town, who live in a cave (a bit) and solve crimes. Until, that is, they are put in a they are put in a videogame. I tried to control the Batman and help him solve crime and put evil/malformed men behind bars - but I couldn't do

it. He once got so thoroughly trounced that he stopped playing, raised his bloodied face to the screen and said, in a gritty, warbling, soprano nitch:

"Here I am, one of the greatest superheroes of all time, one of the punniest not to say sartorially elegant (it's all Armani this stuff) goog guy and Tucker's gone and given the review to Kirrane. Great, say bonjour to two pages of rambling idiocy, a double page spread of lies, madness and

sequiters. Plus hours of his terrible gamesplay, where I'll get beaten to a bloody pulp by screen furniture. Oh yes, he'll run me into bad guys, leap off trees the wrong way, reach for the Batarang and fire the Batsmoke instead. He'll trudge over mines, sit on lethal plants, lean into machine gun fire, catch bombs, gulp down poison... uh oh, he's spotted me. He's looking around shamefaced, he's going to turn the TV off. Tim! Tim! Over here... "Then he popped up again. Staring at me on the off-turned TV (the what? - Les). "You're mad Kirraney, you're hallucinating. Ha Ha haaaa!" Then his face melted into that of a dog I didn't own, it licked my face and wagged its tail, "I its tail,

am



Anubis", it growled, "go out into the world and ki...

Batman is fantastically well animated, engagingly atmos-pheric, and ties in so well with the show that you'd think you'd stumbled, brain first, into a time sachet and



Packed with action, Batperson battles aga evil plantlife. Shrubs flee, bushes rustle, pansies quiver in their beds – with Batfella in a full on pruning on pruning frenzy no fauna is safe. Cheers



In this part of the joker game you soon learn that toys are evil, they must be stopped. I used to have this Tin Drum. I used to play it all the time, it spoke to me it drove me.





He's lost it. He's gone this time. There's no bringing him back from this one. Kirrane is like Pluto, he's out there. He's flipped. He's been standing in front of the microwave for too long and those waves have gone to his head. That's my opinion. Batman, hmm, well apart from the fact he wears some well dodgy clothes (unlike the movie version who wears a totally rock costume) this is great. LES ELLIS

Right: Batdude

hangs tough at the fair. Don't try this at

home, even if you have a ride there.

OPTIONS - 3 LEVELS DIFFICULTY - BULLETS PLAYERS - ONE SAVE GAME-PASSWORD

END 🛒

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GRAPHICS Swishy capes and majestically sweeping swoops. just lovely.



SOUNDSThe soundtrack of the cartoon is very well represented here, as is everything else.



GAMEPLAY It's like 'being' in the cartoon.



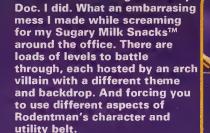
LIFESPAN

This will last as long as you do, and you'll play it for a while too.



OVERALL

Whether you're a fan of Batman or not,this will still have you begging for more. It's a very tough game to do well at, but there are a lot of goodies to help you through the game. SIMO SIMON



landed in bed during What's Up

HOW GREAT IS IT?

It's a great and stylish adventure that will have you playing over and over again, partly because it's so damn hard, but also because it compels you to play as a fairground hawker would compel you to "walk this way". Play it, you'll love it. Although £59.99 is too much for a SNES game.

SIMON KIRRANE



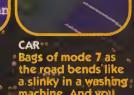
THE ROLLER COASTER The perspective shift, from side on to front on, in this section — makes your head bleed,



THE TREE CLIMB ng as though you re a tree surgeon he mag for the r ones that are



THE HOTEL SEARCH Go up and down in





WACKY RACES

Here they are. It may not be the likes of Schumacher, Mansell and Hill but these guys (and gals) are the toughest that you could find on the streets. They'd eat boy racers for breakfast and burn off company car drivers with a soft press of their accelerators and a subtle tap of their baseball bats. Meet the real wacky racers.

















players can race against each other thanks to the incredible four way split screen. Sure, you can't see much (as you'll see from the screenshot there's only a few centimetres for each player) but that's almost irrelevant once the racing starts and that competitive edge creeps in.

It's even more competitive once you get into the rumble and soccer modes. Not only do you have fun mixing racing with extreme violence, you can also play football in your cars. Rumble is a simple case of ramming your mates off the circuit.

As far as racing games on the SNES go, you've got this, Stunt



Hang on, hang on. That's Mr E Honda from out of BEing in SF2.

four player mode is phenomenally fast, and violent.

Race FX and Mario Kart. Mario Kart's ancient and Stunt Race isn't as arcadey which leaves Street Racer. There are so many elements included in the game it will safely keep you coming back for more.

Street Racer is without a doubt a real technical achievement. Unbelievable graphics and lots of depth for a racing game all crammed onto an 8Meg cart, hence the lower price.

Yep, it's all been done before but never quite like this.

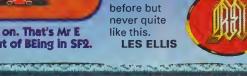




Personally, I would have gone far more over the top than Les. Well actually, I did. Cartwheels, the lot. This is great fun, multi-player gameplay always is. Mr Mev Dinc, the plucky young Gallic programmer responsible for this masterpiece, is nearing god status in my eyes.
It's amazing how fast it is, for a start. Even in four-

player mode it keeps the old pace up. The characters are wonderful, and the attack moves and special

attacks add that special violent element so essential to good gameplay. TIM TUCKER This is the next stage for Mario Kart lovers.







Incredible Mode 7 effects and some wild vehicles make this pleasing to the

11111111111111111111111111111111111111



An opportunity missed in the sound department. More effects would have been better.



Lots to do apart from just hardcore racing and an incredible four player option.



With four players it'll never be the same race twice. There's more depth to this than any other racing

OVERALL

Street Racer is a leasant surpris offers a lot of riginal features for a racing game and it's also a hell of a lot of fun to

LITTLE KNOWN FACT NO.1 - OUR LISA IS IN FACT A TINY TOON, AL SWEET AND CUTE AND CUDDLY

FOR - MEGA DRIVE FROM -KONAMI TEL - <u>0895 853000</u> AVAILABLE - NOV PRICE - £39.99 STOP III



We're going to round them up, put them in a

20 Geno 57 10 G 100

The Cup Final it ain't but at least the fans get to scrap.

if you came up with the idea of combining football and basketball you would be wetting yourself with the thought of having the likes of Shaquille

O Neal going up against Vinnie Jones. Or maybe Cantona going head to head with Jordan would be what you came up with. How about a bunny rabbit going up against a Tazmanian devil? Sounds daft doesn't it? Could you imagine Cantona putting the boot into a rabbit (oh

field, and bomb the

cute little b...(er no - Tim)

yes – all) or Shaq slam-dunking little Taz Jnr? Well that's what Konami think people want from a footie/basketie combo. It's just as well they've got the Tiny Toons licence to go with it or else this could have been a non-starter.

Let's face it, it's for kids really isn't it? No self respecting young adult would want to be found helping little bunny rabbits and other cute forest creatures too win games of football and basketball. If you want to play football, get FIFA (or a football). If you want to play Basketball, get NBA Jam. Putting the two together doesn't really work that well. The game plays well enough and the graphics are all very sweet and cuddly but there's very little sense of achievement. You win one game, then it's onto another with only some pretty naff oneoffs to break up the monotony.

If you like a little more meat in your games then you'd be well advised to steer clear of this. While both the football and basketball are hardly technically demanding they are kind of fun to play in a childish way, but seeing as that's all there is, it's best to look

elsewhere for real action. This tries to cover all the bases and pretty much fails Sadly enough. LES ELLIS



Just how you'd imagine Tiny Toons playing footy and basketball in a cartoon would look like.



Just how you'd imagine.... No, better stop that. Hardly ground breaking effects and music but hey, it's for the kids.



Without the subtle technicalities of the respective sports included, it's dead easy to pick up and play.

ACMELOO



Needs more to it to make it appeal to older players but it'll keep the little ones happy this Winter.

OVERALL





SECRET OF MANA

It reaches the **UK at last! We** tell you why you should own it!

STREET RACER

Can it really be as good as Super Mario Kart? Find out!

MORTAL KOMBAT II

All the combos, all the tricky moves and all the glory!

ANIME

The best from the world of anime and manga is all in Super Play 25!



INDEPENDENT SUPER NINTENDO MAGAZINE



SKILLAGE

To paraphrase one of the greatest bands in the history of popular culture, we're on a railroad to nowhere. Unless, that is, you read our tips. It's all so obvious really.



MORTAL KOMBAT 2

You can't finish it unless you read these tips. Top combos, fighting procedures, and general all-round new ways to be violent. Your Mortal Kombat training starts here: I am the master and you are the pupil... (oh shut up — the Team).

P92

Reckon you can have our top tipsters in a tipping fight? Well, don't just mumble discontentedly to your mates, write in and prove it. Send your games-busting advice to:

> Tips Zone - GamesMaster, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW...

If they're any good, you'll win something. If they're crap, we'll pin them on the notice board and point them out to visitors to laugh at.

ACTION REPLAY CODES



This is the correct definition.

(P105

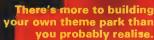
CONSOLETATION ZONE



The dictionary defines
Consoletation
Zone as: "That part of
GamesMaster magazine that features tips and cheats."
Which is spot on. Actually.

(P107

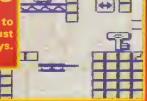
THEME PARK





DONKEY KONG

The old ⊨lassic returns to the Game Boy, and it's just as tricky as always.



JUNGLE BOOK

It's a jungle out there, e're on hand to new out. Taste our tips, and tremble.





Endurance Competition

A bit of an exclusive this. Hold down the L and R buttons after you turn the power on. When the Acclaim logo appears, Shao Kahn and Kintaro come along and smash it to bits. If you continue to hold down the L and R buttons and press start on the title screen, you can now have an endurance competition with another player. Pick your four favourites and fight away. Your last standing character gets to use his

death move.





TO HINS

Liu Kang

Liu Kang hasn't changed much since his first time out in Mortal Kombat. If anything, he's a bit quicker and has now mastered the mid air fireball. The bicycle kick is a great move, as you can keep it constantly charged, ready for use should your opponent let his concentration slip.

To annoy opponents, keep using the Concorde kick while charging the bicycle kick. When they stand up to block, use the kick.

A second combination move is to jump in with a flying kick and keep tapping forward and hard punch for a fireball. Keep tapping forward and then hard kick to finish with a Concorde kick.

Johnny Cage

Johnny Cage has also been in training for Mortal Kombat II. As a result, he now boasts a high energy bolt which can knock aerial attacks out of the sky and a shadow punch which can be used on both ground and aerial based fighters. His package check is now much more effective, stunning opponents (quite understanably) for a few seconds.

Cage's graifyingly easy first combo is to catch your opponent with a package check and follow it up with a shadow uppercut.

If you've got your opponent cornered, a mean move is to uppercut them, then follow up with a shadow uppercut for some top extra damage.

Reptile

After climbing from the pit in Mortal Kombat, Reptile is out to try his luck with all-comers. He's lost the harpoon, kept the slide and now spits acid, turns invisible and uses an annoyingly slow force globe to fox his opponents. Not so much a combo as a general

top tactic is to turn invisible and jump

away from your opponent. Now constantly spit acid until they duck, use a slide and then jump away again. Reptile's best combo by far, and one of the best and most reliable in the game, is to launch a force ball and get into jump range. When your opponent gets knocked forward, catch them with an uppercut.

Smoke

To get to Smoke use only uppercuts on the Portal stage. When good old Dan Forden pops up with his 'Toasty!!' message, press down and start to return to Goro's Lair. Defeating Smoke is not an easy task. He runs about at a very fast speed, and uses every dirty trick in the book (throws and flying kicks being two special favourites) plus the ability to use Scorpion's special moves. To beat him you'll need to be at least as cheap and nasty as he is.



EADY GOT

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Sub-Zero

Strangely, Sub-Zero has only picked up one new move in *Mortal Kombat II*, putting him on a par with the equally neglected Guile. A nails geezer who was easily the best original character, he must now fight with ever more obscolete moves. Old time streetfighter players may find Sub-Zero one of the best characters to start with, as his special moves are practically the same as Ryu's to execute and the slide is simple enough.

Sub-zero has two combos which are easy to execute, but do a serious amount of damage. The first is a flying kick followed up by a slide attack.

The second combo is either the freeze or the ice puddle followed by a top class uppercut or roundhouse kick.

DO MINE

Shang-Tsung

Shang Tsung is the character that most Mortal Kombatants aspire to use once they have mastered all of the other characters. Apart from his fireballs and vicious death moves, Shang's only other special ability is to morph into the other fighters' bodies and use their moves. Clever lad he is.

Shang Tsung's only top tactic is to try to catch an opponent who is flying through the air with his triple fireball attack. The fireballs follow so closely that an opponent caught like this will bounce along the fireballs without being able to block any damage.

Kitana

Kitana and Mileena; they're not exactly the Minogue's are they? Good points aside, the two wimmin of Mortal Kombat are well nasty. Kitana uses a ninja fan to great advantage and also has the best combo in the game. As a rule, don't use the fan lift on opponents from a distance, as most will answer with their missile attack.

Kitana's top combo

starts with the fan lift to get
your opponent flying up in
the air. While they're up there,
jump up and towards them and time a
flying kick to hit them in the shins. While
you're doing this keep tapping towards them
on the D-pad. Once the kick connects, tap hard

Pit Fatalities

HINS

HINS

There are three more fatalities that all of the fighters may use, however these are only available on the following fight screens:

1. The Dead Pool
Hold down light punch and
light kick, walk up to your
hapless foe, crouch down
and then press hard
punch. This will send
him up into the air
and down into the
green slime.

2. Kombat Tomb
Here, you have to use the
pit fatality move which
we printed in issue 16.
Walk up and execute

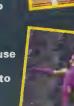
the move to send

them flying up into the spikes.
3. The Pit II Once again, this calls for you to use your pit fatality move. Walk up to your staggered opponent and execute the pit

fatality.









To find the mysterious Jade, fight your way up the warrior mountain until you get to the round before the question mark. On this round, only use the low kick as an attack and don't use block at all. The best characters to get you through this round are Liu Kang and Raiden for the simple reason that they both have a special attack which they can use within these rules. If you win the round, you are transported to Jade. She's very much the same as Smoke in her tactics, except that she has Kitana's abilities and uses the fan at all times. To win, stay at a distance and use ranged

weapons, being sure to block the fan attacks as they come. If you can beat her with uppercuts, then Sonya from Mortal Kombat I is your next opponent.



Jax

Rugged geezer Jax is out on his own in Mortal Kombat. He relies on brute force tactics so don't ever let him get too close to you or he'll punch your mind off. On top of all this, his throw can be continued. To do this, throw your opponent with light punch and then tap hard punch constantly for a severe bruising.

Top Jax combos include a rather nifty stun punch followed by a

throw and the multiple slam combination.

If you and your opponent are flying towards each other in the air, try to catch them with a flying kick and then tap block for the mid air backbreaker.



The second woman in the game, charged with keeping an eye on her sister Kitana, Mileena has a few harsh and annoying moves which can be used on unsuspecting foes for quite a while until they realise that a simple block will easily fend off all of her attacks.

Hold the hard punch button down and try a flying kick on your opponent. When it connects, wait until you land and then let go of the button to launch a Sai attack.

Mileena's best tactic is to execute a roll attack, tapping away while rolling towards your opponent. Once you've rolled past, tap light kick and you'll instantly teleport kick your

opponent as he gets up.



Kung Lao

A descendant of the first ever Shaolin tournament winner, Kung Lao is also one of the good guys, who has the most exotic range of manoeuvres at his disposal. He is primarily a kick expert with the longest roundhouse range as well as a nifty diving kick attack which can annoy the hell out of your opponents. Kung Lao's shield is a strange special power which only really has any use against people trying to walk into you or punch you. It's good, but it doesn't last long enough.

A nifty little manoeuvre to master with Kung Lao is to catch your opponent with a flying kick while tapping away. As soon as you land, tap forwards and light punch to launch the hat attack.





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Possibly the most controversial figure as far as right-minded people are concerned, Baraka is the gruesome lieutenant of Shao Kahn's army. Loyalty to his master will only last until any meeting in the tournament where he hopes to defeat him and become the ruler of the outworld. At heart Baraka is just a good all-rounder with three top moves.

If you're backing your opponent towards a corner, jump towards them with a flying punch, while constantly tapping away from them. Hopefully, this will connect, followed by a blade fury, which you should now be able to activate by tapping the light punch button.

Scorpion

The long dead and massively vengeful geezer returns again on the trail of Sub-Zero. In his slumber he obviously chose to forsake the knitting practice in favour of a wicked leg sweep. The harpoon, one of the infamous moves of the original is still here, and it only takes three harpoon-uppercut combinations to defeat your opponent.

When flying towards your opponent, tap away, ready to hit light punch to catch them with the harpoon.

The best combo for Scorpion, and one of the best found so far, is to jump over your opponent with a reverse flying punch, then activate a teleport punch followed by a harpoon for some serious pain.



Raiden

Raiden's best combo ranks among the top five in the game. First, charge up your hard punch until you can use the electric attack. Once released, tap light punch and keep tapping away on the D-pad. Once the light punches connect, tap towards to execute a torpedo push.





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YOUR 12 STEP RECOVERY PROGRAMME



Just like Alton Towers, you have to queue for bloody hours just to get in.

1. When you begin designing your wonderful park slow the game down to its slowest pace. This gives you the time you need to place your first rides. 2. Always put money towards new ride research. It's these rides that really pull the punters in. You'll also get that coveted Most Advanced Park reward. 3. When positioning rides allow space to move the entrances and exits.

4. Play the stock market but make it your first priority to buy your own shares. After reading this guide you'll have a fabulous park worth loads of money, your share price will rise and you'll get even richer. It also means you can't get taken over. 5. Directly relate ticket prices to the



Go to the stock market. Do they have that dodgy record stall there?

rides you have. If you build a new ride put your ticket prices up slightly. Your advisor will keep you informed. 6. Make sure you have enough spare cash to buy the new rides the very second they become available. 7. If you have a litter problem increase the price in your food stalls. Less people will buy and you can alter the price again when you have the problem under control.

8. Make sure that the queuing space is long enough. People don't like joining full queues.

9. Make any spare handymen you have work exclusively outside shops. 10. If you set out to buy two similar

rides make sure that they're at opposite ends of the park.

11. If you're playing the full game make sure that all of your shops have stock on order. If you need to delay its arrival order more.

12. If you need a break make sure you pause the game. It's easy to leave Theme Park running unattended but there's always something waiting to go badly wrong.

If I said this ride were a storm in a tea cup would you notice the bad cliche? (well I would - Tim).





THE SIM OF THE MOMENT IS JUST ABOUT TO GET A LITTLE EASIER. IF YOU NEED HELP GETTING YOUR PARK UP AND RUNNING, WALK THIS WAY...



he equation is simple; rides = punters and punters = money = have as many rides as you can. Put loads of money into research so that you can get a wider variety of quality rides sooner. These

rides, like us, suffer with age and as they get older the time between breakdowns shortens. This is as good a time as any to consider selling the ride and replacing it with a new fangled upgraded version.

If you feel like a gamble when a ride is damaged and your mechanics are busy then you could slow the ride right down so that it deteriorates less until the mechanic can get to it. People could die, mind.



Car III 4

Wait for a new film and base a ride on it, just like Disney..



-



Straight paths and all the rides close to each other. Now you know this is just a

people start to spend straight away. For some reason buying a worthless piece of rubber makes people happy.

2. If people are walking around then they're not spending money. Reduce the amount of time they have to spend walking from ride to ride. There are a sound of ways of doing this

video game.

couple of ways of doing this.

A. Lay a straight path and have your rides coming off either side of it. Put the entrance round the back and the

exit back on the main path. A small queuing space will then link the ride to the path.

B. Stagger the rides so that the exit from one ride is directly opposite the entrance to another. This way the people will zig zag between the rides spending more money. Unfortunately, this method doesn't leave too much space for decorative features and people just don't like ugly parks.

LAYOUT

If this was real all the rides would be miles

apart, the queues would be huge and the paths would be like a maze.

3. If you want to ignore our advice and build some stupidly complex path system then remember that people aren't psychic. Put signposts at junctions so that people will know where to go. There's no point building a superb ride in your park if people don't know where it is.



his is the most important factor of

1. Think about what the people will want and where they will want it. Put a

balloon shop near the entrance so that

factors to take into consideration.

your new park and there are several

Yeah, so what if it's ugly. So's Tim and people don't seem to mind. Maybe if he grew a bushy beard, or got a tattoo.





taff are an important factor. For a start you can destroy people's lives by firing them. Apparently, according to our Publisher, this is great fun. They also



serve non-recreational purposes though.

1. Employ a handyman as soon as you start to build shops that leave litter.
2. Entertainers are vital. When rides are being repaired they keep people happy and when it's raining they will dish out free umbrellas for people.

3. Keep an eye on your handymen because they can get as confused as anyone by complex path systems and end up missing big chunks of the park. If this happens use the waypoints to navigate them.

4. Mechanics eat sandwiches for most of their careers. They will, however, get to



HIRE AND FIRE 'EM

a nearby ride before it blows up. If more than one ride is smoking, direct him to one and close the other one. Each mechanic can maintain three or four rides quite easily.

to hire guards. They'll only escort thugs out of the park if they see them doing something nasty so keep them moving.



Get an army of guards. Then when the thugs start kicking in your sharkmen you can send them in like stormtroopers to deal out some justice.



ON SALE TUESDAY 11th OCT





A.

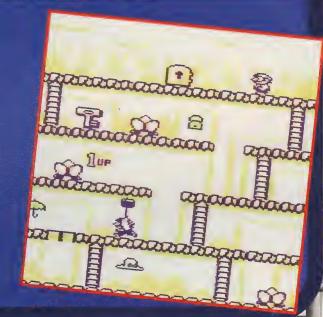
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2/5 Drop down into the water, get the 1-up and swim right. Get the platform and place it next to the key. Jump up, pick it up and walk across.

2/7 Use the switch to get one clockwise around the column to the right. Go up and along, jump on it and ride to the top. Jump off. Fall down to the conveyor belt, duck to get through, climb the ladder, pick up the key and go back to the belt. Throw the key to the right, duck and get ready to grab the key as soon as you're through. Jump right and you're gone.



2/9 Get across to the switch, using the platform, flick the switch and make your way back across with the key. You can fall into the platform and use it to break your fall.



TIPS (GAME BOY)

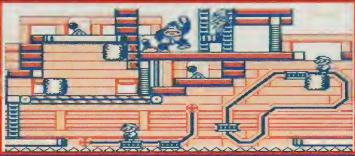
SOBBESSON SOBBESSON SOBSON SOB

LEVEL

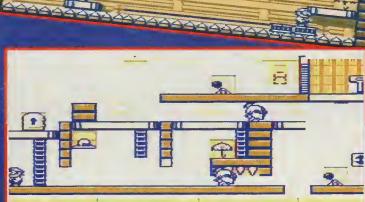
3/2 Go along the bottom to get the brolly, back up for the other bits and up to the right hand corner for an extra life. Perform a half speed spin from the line, for the key, and along to the lock.



3/3 Duck and let the chargy thing push you to the right. Get on the lift, pick up the key, take it to the top and put it in the far left of the four locks.



Jump on the rock as it goes up, to get on the moving platforms. Move to the left and up the side to the top corner. Flick the switch, go back down one level and across to the second switch. Now go back up to Daisy.



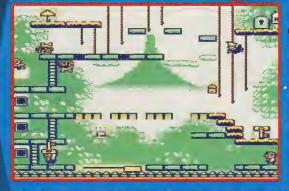
TOD STREET STORESON

3/7 Use the switch at the top to get the bottom charger to fall down one level and go and wait by the spikes. Duck and let him push you through. Jump over the gap, flick the switch and put the ladder down. Climb up, get the key and walk left to the lock.

CON

LEVEL 4

4/4 Watch the little monkey and his switch, to see where the jacks are going. Once you get to the top you should be alright.



4/6 Use the top block between the three small platforms to get the spiders trapped on the far one. Run across, get the key and get back, either along the bottom or over the top. Now throw the key up to the top rock platform, climb round using the vines and pick it up. Now just jump over to the the lock.

4/7 Go to the top right, wait for the monkey to turn the chains on and run across to get the key. Watch out for the ear thing on the left of this top platform.

pretty easy to spot. in search of are all The has you jum , Bagheera. T chum, panther



Start by heading right and jump on the wood to be catapulted skywards.



موجوا موكوفيا موافوكو في فيه فيه بيار فيا فيه فيه فيه فيه فيه في في ويو فيوفيه ويه في في موافية

2 Head left from the top and you'll find a handy free life behind a tree.



3 Go right past the wood and jump up and right to find extra health.



Now head right, jump on this here vine and clamber up to the next platform.



5 Go up the solid vine and then right onto this vine to continue onwards and upwards



6 Keep dropping all the way down and with at least 10 gems you can wake Bagheera.

OOH I WANNA BE LIKE YOU OOH OOH, I WANT TO WALK LIKE YOU, TALK LIKE YOU, THROW BANANAS AT YOU, EH? ER . . . HERE'S SOME TIPS. OOH.

which you must climb before gems are easy to spot. the snake Kaa. Again



Inside the lowest part of the tree, Inside the lowest part a jump about a bit to find some



2 Jump up and left and press up on the D-pad to travel further



3 Drop left and down and then right for some more goodies and the next exit.



4 From this second exit, jump up and right and continue all the way up the vines to find yourself a



5 Head left and jump all the way up the branches. Jump right here to find this rather special, yet secret entrance.



To defeat Kaa, switch to your 6 10 delear Man, main weapons and fire up when he's above you. Remember to duck when his eyes flash.

the



ou continue your quest to find riding tuskless elephants. Make a point of patrol



Instead of riding the elephants at the start, head left and up the vine to here.



2 Carry on up the tree, around the branches and swing across the vines.



Continue right Continue ...

along the tree
branches and eventually you'll find this health icon.



Drop down from there and wait for the elephants to come along, then stay on for the ride.



In the last area, there's more than enough gems to collect before meeting Bagheera.



From the start of the level resist the urge to go right, instead head all the way up.



2Now drop to the left staying near to the side of the screen to find more power ups.



Next drop down and ride the turtle along the river. Make sure all of the nasties are out of the way



Now you have to jump along the floating stones. Be careful as they collapse under your weight.

to meet up with

his quest, N water folk,

help of the



Stay tuned to GamesMaster for more tips on jungle life next month. I bet you just can't wait can you? I don't really - bet that is.



After that little test of skill, head up the vines as far as you can go, jump up and go right.



head left and up the vine.



Go right and down and head across the water once again, and you'll find another restart.



Now head down along the lowest level, and head right to here to catch the fruit that Baloo throws.

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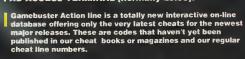






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Snes







9 = 07/40

LEGENDS OF THE RING

7E05 AF0F Infinite punch power for player one.
7E05 AD00 Player two has no

punch power.



7E00 901A Infinite lives for player

7E00 921A Same for player two.
7E40 FF06 Special powers for player one.

7E41 7406 Same for player two. 7E40 F041 Infinite vitality for player one.

7E41 6555 Same for player two.

DESERT FIGHTER

7E0B B806 Infinite fuel. 7E08 0620 Unlimited energy.

EQUINOX

7E1F 110C All 12 tokens.
7E1D D001 Use with codes below to become invincible.

7E1F 2A04 7E1F 2D00 7E1F 9A00

FLINTSTONES

7E1C F203 Infinite lives.
7E1B 9402 Move until you switch the Replay off.

7E1C E802 Infinite energy.
7E1C CE1B Freezes the timer.

F-ZERO

7E06 E3XX Changes the colour of the pink car.

MORTAL KOMBAT

7E0D F200 Gives a new title screen.
7E1F FBFF Skips Goro intro and starts the game guicker.

starts the game quicker.
7E0D F200 Screen doesn't go black
when you pause.
7E01 F814 Game Boy players.



STUNT RACE FX

OBAE 5680 Allows you to play the US version on any machine.

07E5 9A80 Unlimited time.
07DD C6B9 Always finish first.
0BC7 0D05 Select any car.
02DA 6DB9 Removes the wheels from cars.

SUPER METROID

7E09 A4AF Use with code below to have full items from the start.

7E09 A5BF
7E06 3D00 Use with code below to turn the music off.

7E09 C002 Use with codes below for full energy tanks.

7E09 C2DB 7E09 C305 7E09 C4DB 7E09 C505

> Use with code below to have full beams from the start.

7E09 A80F

7E09 A910

7E06 4C01

SUPER R-TYPE

7E15 8F00 Invincibility for all enemies and gunfire.





Gamebov

the series of th





7E0D 7702 Player one is invincible.

7E0D B702 Player two is invin-

SUPER STREET FIGHTER 2

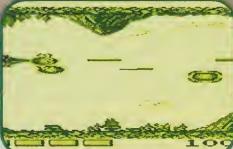
7E00 F014 Double the speed. 7E18 4B0X Stage select.

7E05 D002 Use with code below

to finish the game after first round.

7E18 DB07

7E05 F401 Total invincibility.





041E 14C9

Infinite SWDs.

Infinite energy.

Infinite lives.

Infinite time.

PANG 0105 5D0C

Infinite lives.

NEMESIS

0102 OBCE Permanent double

Infinite lives. 0102 80C0

0103 00CE Permanent top speed. 0103 OCCE Permanent shields.

TALE SPIN 0103 AACD

0106 3EC3

0203 D3C6

07D4 39C3

Infinite energy.

REAL GHOSTBUSTERS

F-15 STRIKE EAGLE 040F 15C9 Infinite NAV Infinite NAVs. 0418 2BC9 Infinite ECMs.

THE FIDGETTS
0301 5EDF Give Gives a flip screen

game.

Mega drive







ART OF FIGHTING 0073D 24E71 Allows you to play the 0073D 24E71

Jap version on any

FF01F 50000 Removes the status bar

from the screen. FF02B 30009

Stops the time. FF11B 2000X Player one victories.

FF11B 3000X

Player two victories.

BARKLEY SHUT UP AND JAM

FFC8E 900XX XX is the number of points to start with.

COSMIC SPACEHEAD

FFB1D 90004 Infinite lives. FFB03 R0032 Infinite money. FFB1E 80001 Float in the platform

levels.

DAVIS CUP TENNIS

FF1FC 500XX World rank, 01-FF. FF083 C0004

Use with code below for an easy win.

FF005 B0001

ETERNAL CHAMPIONS

FF977 50011 Opponent doesn't fight

back.

MORTAL KOMBAT

FFAB2 D000X Auto fatality for player

one on both rounds.

NBA JAM

FF1E4 20008 Start with eight points and go up in tens every

time you score.

Infinite fire for left player. FF3C4 90003

FF3D6 90003 Same for right player.

PETE SAMPRAS TENNIS

FF021 90003 Player one starts with 40-

0 in every game.

FF021 B000X Player one starts with 0-5

games.

FF022 90000 The computer can't score.

SONIC SPINBALL

FFFED 80000

Sonic's invisible.

Already got the first FF578 C0085

emerald.

SONIC 3

FFF65 F0047

Sonic flashes colour.

VIRTUA RACING

FF908 D0000 No damage to the car.



CONSOLETATION

REMEMBER, IF
YOU'RE STUCK SEND
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ST, BATH, BA1 2BW.

SUPER NES

Dear GamesMaster

I'm totally crap at Desert Strike. Please could you give me some passwords for all the levels or something to keep me alive for a while longer. I may be pushing my luck but could I also have some cheats for Bubsy the Bobcat for the SNES? Thanks a lot.

Liam and Andrew Sizer.

> That's right, take the easy way out, why not. All the level codes indeed. Try this code for ten extra

lives, it'll keep you alive long enough to do things properly. BS9JS27. If that doesn't help you then the level codes would just make things worse. As for the loveable Bubsy, try these level codes. JSSCTS, LBLNRD, MSFCTS, SLJMBG, BTCLMD and STCJDH.

GamesMaster

Please could you help me on The Secret of Mana. I can't get past the Upper Land, in the Moogle Village. I walk the seasons from Spring to Winter round to Spring again and it says,

"You did it from the right", and nothing happens. What

am I doing wrong? Jason Sutton, Blackpool.

it's all a question of clocks. If you go clockwise nothing will happen. You have to go anticlockwise. Do

spring, summer, autumn, winter and then back to spring. This should have rather more spectacular results. Just for the record, we've done a huge solution to this game in issues 14 to 20 so dedicated GM readers should have them in your collection already.

Dear GamesMaster

I am a self-confessed SNES fan and I would really like you to answer these questions for me. Er, please.

1. Where can I find Ellie Satler's ID card?

2. How do I block the tunnel the raptors use to enter the Visitor's centre?

3. Where is the communications room? Also are there any level selects or invulnerability cheats?

Neil Cooper, Liverpool.



Is that all? Why don't you try telling me which game you are actually playing? Using my incredible powers of deduction I've figured out that you're playing Jurassic Park. OK, listen up young man, together we'll crack this dinosaur of a game. Ellie Satler's card is on the ship. Go down to sub level three and use the computer to get level two security clearance. Now take the new lift down and Ellie's card will be sitting there waiting for you. As for your second question, well, you don't. Finally, there isn't a communications room as such. There is however a terminal in the Visitor's Centre on the first floor. Next time you write in, try to remember to tell me which game you're playing.

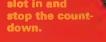
level two but if you're that bad at it then seeing generous demigod that I am here in the GM office (Christ, he's getting out of control – Tim) I'll give you what you want. Here are all the level codes you could ever need.. GSFM, PRHG, WNPQVX, NMRYL, SNTHN and KLZHT.

FLASHBACK FEVER

On level two of Flashback for the SNES I can't repair the generator. When I get there the only icon I have to put in is a small card counting backwards. Do you have to go somewhere to get something else because all I do when I use it is flash? Can you help me please? atthew Callvardine, Cardiff

think you are going wrong in your posi-tioning, young man. When you stand next to the terminal (which you think is a generator) you must in fact stand to the right of it. The second unit,

when you card it will stop the countdown.



Dear GamesMaster

I am stuck on Flashback on the SNES. I can't even get past level one. Please help me 'cos I'm going crazy trying to do it. Level codes would be very, very nice. Much obliged.

Jamie Graham, London.

Well I could just give you the code for

My friend just gave me Bubsy the Bobcat. I am totally stuck on it, that's why I am writing to you. Are there any cheats for it because I want to see the next level? I'm not bothered if it's a level skip or level select. Just as long as I've got one. It would be helping me a lot.

David Douthwaite,

Wakefield.

You're not bothered eh? Any old cheats will do for you. Oh It must be nice to be so easily pleased. Try these level codes out my boy. JSSCTS, CKBGMM, SCTWMN, MKBRLN, LBLNRD, JMDKRK, STGRTN, SBBSCH, DKBRRB, MSFCTS, KMGRBS, SLJMBG, TGRTVN, CCLDSL, BTCLMB and STCJDH. That little lot should put a smile on your face.

I bought Jungle Strike on the Mega Drive. I have played and played for hours on it but I can't get anywhere. Could you please give me all the level codes for it.

It's no good. I can't bloody do it. Virtua Racing that is. Could you please give me a few cheats. For instance, how do you get to the mirror mode and is there a cheat? Is there any way to

stop the timer in a race? Are there any other cheats up your sleeve for Virtua Racing? Please help, I'm desperate. Mark Wadey, Kent.



To get to the mirror mode all you have to do is come first on all three circuits and hold up and A on the course select screen. That's your lot I'm afraid.

Oh sure, nothing simpler. Why you kids can't do it properly, as in the hard way, by playing it, I don't know. Here's your codes. Now go away, quickly. RNCDYKBX6GC, 9V6FBTL6CD9, XT6CR9WNMCZ, VNMJ3746JKN, WSZKWPZF9TR, TMDTPFK3BVY, 7DGSD3BRWKY and N4SP3X7NLMS.

Dear GamesMaster

I bought the game Splatterhouse 3 a month ago, and I'm still having problems playing it. So would you please give

me the codes for the levels, or for infinite lives? Please. Hany Edward, Kuwalt.

"Oh

Splatterhouse is so gory", everyone moaned. Well compared to Doom 2 it's nothing, you hear, nothing. Here's your level codes Hany. REIOSR, ETLBUD, TABRAE, ELPOEB and THENIX.

MORTAL MADNESS

I have recently bought Mortal Kombat for my Amiga 600. I can do the special moves and some death blows but I can't do Johnny Cage's, Rayden's or Scorpion's. Please can you tell me how to do them.

> and still we get ques-tions, which is why it gets its own little section this month. month we'll get all Mortal Kombat 2 so this may well stay a

while. Right Ross, first off, did you know the name of the town ou come from sounds a bit rude?

Don't groan at that joke. I was the one who spotted that asteroid that hit Jupiter you know. No one would have noticed if it wasn't for me. (Ahem) Anyway, here's the

moves you wanted.
Johhny Cage's move is towards,
towards, towards and fire. Rayden's (spelt
with a Y if you please) is towards, away,
away, away and fire when you're close to
your opponent. Finally Scorpion's is
down, down and fire when you're two
inches away from your opponent.

I have had Mortal Kombat on the SNES for ages and I can do all the finishing moves apart from Rayden and Kano's, please help me. Also do you have any cheats for **Total Carnage on the SNES?**

Simon-Ngalting, Wilmbicton.

Rayden = Forward, forward, forward,

back, back and high Kano = Down, down towards, towards and low enough to buy *Total Carnage* then suffer in silence.



how to do Scorpion's death move on Mortal Kombat for the Amiga. Could you please, please help me. Carl Curry, South Wales.

Do you have a brother called chicken? Do you? Go on plese tell us yo do... Ah well, In answer to your question check out the analyst to Ross Oke's question and you'll find the answer there. So that's look up, look left, look down and you've got it.



INDIANA ER, **ILLNESS?**

Dear Charitable GamesMaster

We are having a heinous time in the catacombs under Venice in Indiana Jones and The Last Crusade on the IBM PC. We don't know how to negotiate our way:-A) Through the pool of water with a wooden plug.

B) Past the grating with the rusty lock which leads to the casket.

Please (times 1000) help us. Suicide is the only other option.

Lee Glies, Bath

Oh wow, this I have got to see. The first videogame related sulcide. Actually, put down the shotgun. If Judas priest can get sued for this I'm sure we can as well. Try this instead. Fill the bottle with water at the pool and use it on the torch.

Take the hook from the pirate's arm, pull the torch and follow the new passage to the dripping ceiling. Read the inscriptions you'll find across the bridge, cross back, pull the wooden plug and whip the plug out of the celling. Go back up to where you filled the bottle, and the pool will have emptled. Search for the room with the three pictures on the wall, consulting the diary, for the configuration to move them into, but before you go through the door, head back the way you came to the room with the machine and



It to lower the drawbridge. Cross the bridge and go through the tomb to the room of skulls. The highest note in the diary represents the skull with the highest tone - play the tune on the skulls to enter the knight's tomb.

Take a peek inside the knight's casket, walk to the grate, pull the old rusty lock and exit the sewers through the man hole cover. Easier than the shotgun mate.





MONKEY ISLAND MANIA

Door GemocMaster

I've just obtained a copy of Monkey Island 2 for my PC but I'm stuck on level two where I've collected three parts of the map and need to get the final part, presumably on the small island off Phatt island (in the house on the beach). How do I get to it?

Gwen Morgan, Hull.

Just obtained a copy huh? Sounds like a pirate to ma. What a coincidence, a pirate playing a game about piratas. Your question is easy (God I'm good). It's located in the cottage off the northwest coast of Phatt Island. Go to the shop on Booty Island and buy the sign. Hang the empty bag of parrot chow in its place. This will distract the parrot and allow you to buy the mirror lie curito and got a tent from the fair Captain Kate. Use this on the

Wanted poster on Phatt Island to get Kata arrested. Sail to Scabb Island and enter the bar. Use the banana from the jail on the metronome and hypnotisa oJo the piano-playing monkey

Island where you should pick up the telescope at the Big Tree. Return to Phatt Island, take the envelope from the jall, open it to reveal the near-grog and release Kate using the small key. Go to the water-fall and climb the path to the top. Usa JoJo on the pump (a 'monkey wrench') and go through the tunnel under the waterfall to get to the cottage. Challange Rum Rogers to a drinking contest but tip your drink into the tree when he gives it to you. Fill up your mug with Kate's near-grog. When your opponent collapses, use the mirror in the frame, open the shutters and go outside. Use the telescope on the grotesque statue and the beam of light will enter the cottage, strike the mirror and hit one of the bricks on the left-hand wall. Go back inside and push this brick. This will send you crashing through the trap door into a room where the second map piece is hiding.

Dear GamesMaster

I need your help on *Monkey Island* for the Amiga. Please can you get me past part one. I've beaten the Sword Master but I can't get the Idol of Many Hands and I can't find the treasure anywhere on the island. I just need your help on finishing part one just this once

Omair Mirza, Scotland.

Much as I hate to say it, I am great at this Talk to the storekeeper and ask him for a breath mint. Then go back to the jail and give the mint to the prisoner. Ask him if he has a file, then give him the gopher repellent. He will then give you a cake. Open the cake, and inside you will find a file. Leave the jell, and go back to the Governor's mansion. Once inside walk over to the gaping hole. Once again a bizarre sequence of events will unfold, leaving you in possession of the fabulous idol.

Dear GemesMaster

I have recently bought Monkey Island for the Amiga. It's good but I am having problems with one of the three trials where you have to take the Idol of Many Hands from the Governor's Mansion. Can you please tell me how to get past the dogs to the Idol.

Ben Pearman, Solihull.

I'm so great I don't need to tall you the answer and you'll still know how to do it. How? Easy, just check the answer to Omair's question.







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LENNON'S SHADES AND A **COAT HANGER**

It's me again, him with the drawings and the crap letter. Look I apologise profusely about the letter but I was feeling melancholy at the thought of YS. May it rest in peace.

decedecededecede

I'm feeling great now because I've invested in a pair of purple sunglasses. They're great. Everything's really lovely and happy when seen through a purple filter.

Reading this month's top notch issue I can see you're a bunch of miserable gits. Here's a burrilliant way to relax. Find a field (preferably daisy filled) on a sunny day. Now, take your girlfriend and lie side by side, looking at the clouds. To add to the ambience, drink some Ribena (strawberry flavour is the best). All that done, do what you wish (but make sure no one sees you).

Lil and Ford eh? Eh!? Or should I say Lil and Charlotte? Actually Charlotte is a deeply sassy name. Mmmm, Charlotte, yeah . . . Ford,

Erm, here's a poem.

Kirrane you're not mad. You're sad. Deeply. You think your stubble's cool It makes you look a fool You're so stup-ade You make me wish Ade Was back. Nearly.

Hope you liked the letter and the drawings. And the poem

Bye guys, more next month, or sooner.

P.S Who is Lisa? P.P.S. I've done a drawing for each member of the team. They are: Tim – Lennon's shades and a coat hanger

"I've got pork chops for tea

Les - A demon in a dress and a bemused

Marcus - A pin and Mr No-body, Mrs No-body and the little No-bodys

Kirrane – A man made of Ballz and his watch Marie - A rabbit and a free marmite voucher Barnes - A badly drawn milking stool and a pair of legs wearing long boots and nothing else (this is getting bizarre - Simon B)
P.P. (this is ridiculous) .P.S. I've forgotten P.P.P.S. I remembered! Say hello to Ford from me the next time she phones.

It's encouraging to see signs of imagination and creativity in our readers. Your pictures are stupendously badly drawn, mind, although respect is due for the strange subject matter. They demand commentary, such as "why the bemused expression?" and "a badly drawn milking stool is often better than a well drawn

bean bag." Yes. Who's Lisa? Why, Lisa is our new Deputy Art Editor, and she's a lovely young swinger from Bristol. Her favourite fruit is the banana, and she loves water skiing, bowling, Mah-Jong and visiting places that aren't historically interesting. She also enjoys fan mail, so come on guys... you know the score.

I'm sure that Ford would love to hear that she too is now receiving fan mail and we'll let her know. (Could I point out here that I've had enough death threats now? --Simon K). (No -- All).



That looks a bit expensive.

BAD LUCK BOB

After reading your magazine I noticed you

wanting amusing anecdotes about friends and offering a prize for the funny ones. Well here goes... My school had an activities week

and my friend went to France. When they went to Eurodisney for the day they got their hands stamped so they could get back in later. Well, my friend (who shall remain anonymous) chewed his ticket and somehow mislaid it. So Eurodisney wouldn't let him back in, and he had to sit in the coach for 5 hours by himself while everyone else had funi HA HA HA HAI (That's terrible - Tim). When they later went to a massive bomb crater, he tripped, fell down a 90 degree drop, grabbed a thorn bush, cut his hand, and fell all the way to the bottom. (That's awful - Tim). So it's no wonder that he's called Bad Luck Bob.

If this made you chuckle, and you want to send me a prize (since I'm probably the only one who bothered to send an anecdote in) then you could send me Super Street Fighter 2 or Theme Park on the Amiga.

STEVEN BAIRD NORTHUMBERLAND

Now look, no one likes a good laugh at the misfortunes of others more than me (*I do* – Simon K), but surely this should be tempered with some genuine sympathy. Something like this: (The music that was played behind Our Tune strikes up.) Young, er, Steven Baird's mate, was a desperate man, a lonely man, a man destroyed by the injustices of a theme park in France... (oh stop this, let's get on with laughing at the idiot - Simon K). Ha ha

ha ha - the team.

BILL COSBY IN MORTAL KOMBAT 3



Name the Not really.

Yeah, hello and all that. I'm Keith Floyd, well known TV cook, astronaut and large packaging industry. After getting back from Italy, I was so bored I watched "All Night Long", that hilarious bakery-based sit com on TV. Ha ha. It's crap that programme, isn't it? Not as good as the Cosby Show. The Cosby bleeding vomit-inducing niceness provoking show. (*ls this going anywhere?* – Tim). How about Bill Cosby as a character in Mortal Kombat 3? Any death moves on him could be in close up and slow motion. And FMV.

(To be read in Yorkshire accent): "In't funny how all these official Nintendo mags suddenly find all these Game Boy games to review now the Super Game Boy's out, after claiming they only released half a game for it every month. Oh, is there only one official Nintendo mag? Eeh by 'ecky thump."

Any chance of Theme Park for the Amiga 6007 No? Anyway, in response to Ford and wishes to make a comment on his favourite
Monty Python sketch: "Zzt kik thud Zzt Zzt kik
thud Zz... crash!" Before falling to his death, Lucifer said (roughly translated): "Yeah? Well, you know that one with the penguin on top of the telly, and one of them goes 'What's on the telly then?' and then, ha, one goes, ha ha, 'Looks like a penguin', and they go on and on, and then that bl – AAAGH!" (Thud). Well, thank you Lucifer.
I'd like to complain about the MK2

compo, cos the winner was better than me at drawing. Git git git git git. Skillage, top, git and everything, git, best thing ever, incredi-

Ford stuff, and be happy. May the seed of your loin be fruitful in the belly of your woman (from the Young Ones).

Anybody else got an amusing fictional pet that they believe talks to them all the time? Send in your stories - the best ones may well win five pounds. (Well I... -Simon K). All employees of GamesMaster Magazine called Simon K are exempt from this. Idiot.

FRENCH LETTER

I'll get straight to the point later (that's not getting straight to the point then, is it? - Tim). But first I'd like to say that I bought your magazine for the first time in September. It

was actually an accident, and

even though you don't care, this is why I got it: I'm here on vacation (he means holiday - Tim) from France (I'm not French), and I wanted to get a mag about PC

"Ouchi", "oofi", etc . . er, yesterday.

DOUBLE D'D **VOICE OF DOOM**

You're probably getting a tad bored reading letters from the same person all the time when you have "work" to do (getting paid to visit arcades and play Ridge Racer all day, that constitutes employment in Bath, does it? I bet you must loathe getting up for work each morning). So, I'll keep it concise. (There's a good lad - Tim).

Ooh, the Double D'd voice of videogaming (that's Dom, not the GamesMistress) in "Beat-emups/Platformers are boring" shocker. (He's referring to Dom wee rant in issue 20 - The Fact Man). He's changed. Once the chirpy Scot ruling the games scene, now a cynical shell of a man, pitifully trying to emulate his heroes, the Manics (I think we agree that the last great music act out of Wales was Shakin' Stevens) by being all miserable.

Why is it that other mags give away stuff for "top" letters and you don't? Do you believe readers are unimpressed by petty rewards and just want a great mag, or are you simply tight fisted gits? I suggest that for the best letter (one that contains any of the following phrases:

Dom looking decidedly dodgy.

C&VG is crap/l'm writing to complain/Yours sincerely, James

Francis) you give away, er, a 486 PC, or a subscription. For the worst letter (any that contain the following: Which is better/I bet you're too scared/"Be" Goro) I think a parcel of razorblades will do.

Oh no. My Quaxellian Life-Orb is waning, I must leave your planet. Farewell. Oh and that bit up there was false: Welcome back He Who Wear Crap Jacket and may your buffalo be plentiful. Ah, and any chance of a signed piccy?

JAMES "BOOGIE" FRANCIS RHONDDA

You want a prize and you start off by slagging Dom? OK, so you took it back, but dream on. As it happens, we do give prizes for good letters, or anyone who spots our Simpsons' quotes, It's just that there haven't been many of late. They will return. So keep your eyes, er, ripe and peeled.

Sky, In a Nice Garden.

games. On the front of your mag it says "Sega! Nintendo! Amiga! PCI 3D0I Jaguar!'

I chose yours because it had a plastic wrap, and since it was raining (as always in this country)...

Anyway, the first thing I noticed was the enormous percentage of space the PC games took up (he's being sarcastic - Tim). But don't worry about me, because I also own a Mega Drive, and found your top 100 fascinating. Now to the point of this letter: I disagree with you. I don't mean the 87th game should be in the 85th position, or the 17th game is too highly rated, but your approach is wrong - you've forgotten PC games. I can understand your best 2 games, MK2 and SSF2 are great games, but where's Ultima VIII, Civilisation, Dune 2 Lands of Lore, X-Wing, TIE Fighter, Beneath a Steel Sky, Day of the Tentacle? Don't tell me Plok is better than those games. Where is Sonic 2? (it's too easy - Tim)? Where is NBA Jam? (number 29, you clot - Tim). I will conclude this paragraph by saying that you are judging the best games on consoles, with the most famous PC games stuck in appropriate places.

Of course, I haven't played every single game in the world, like some people who are paid to play with the best hardware and soft-

ware in the world (that's a good point - Tim), while we work our butts off to buy one game, which we can only play while our parents are out. Well actually, the game buying isn't quite true for the PC since... er... nothing. (Not funny –

Tim). Anyway, if you want to send me an insulting answer,

please do. ANONYMOUS THOIRY, FRANCE

So you're not French then. So how come you live in France, eh? (*That's a bit* of a stupid question isn't it? - The Millions Of Expatriates The World Over Who've All Got Tans And **Good Jobs And Lower** Taxes And Won't Be We're right, you're **Coming Back To**

Blighty Despite The

Fact That We Still Vote In British Elections Ha Ha Ha Ha). Er, bit political there, anyway as we said in the supplement, this is our opinion and what we say counts. The games you mention are all good games, but we think that our chart's better, simple as that. And Plok is bloody good, actually. Anybody else got a problem?





REBUERS' LETTERS



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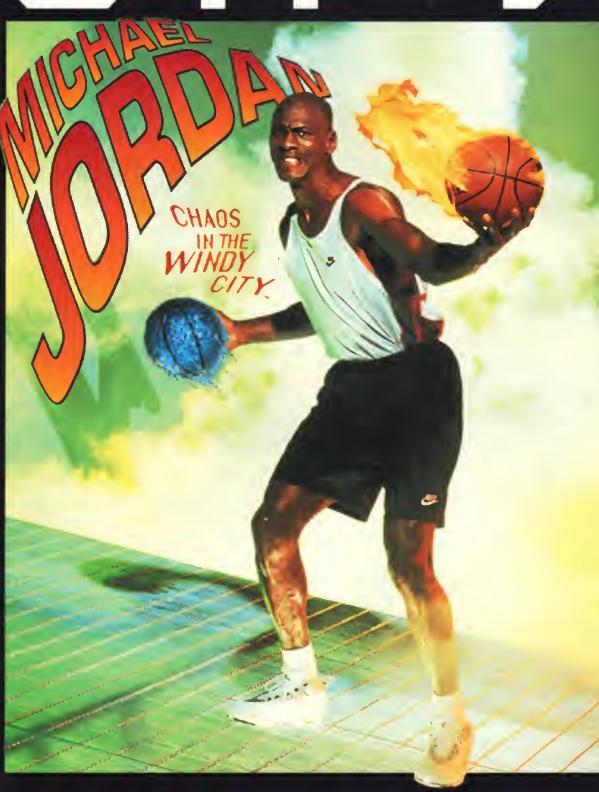
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SUPER NINTENDO.



It's a twisted adventure created by vengeful mad scientist Dr. Max Cranium! He's kidnapped an entire basketball team and now they're under lock and key hidden in his dark and dangerous lair beneath the streets of Chicago. Control Michael Jordan's every move as he takes on the evil Dr. Max Cranium to rescue his teammates.



